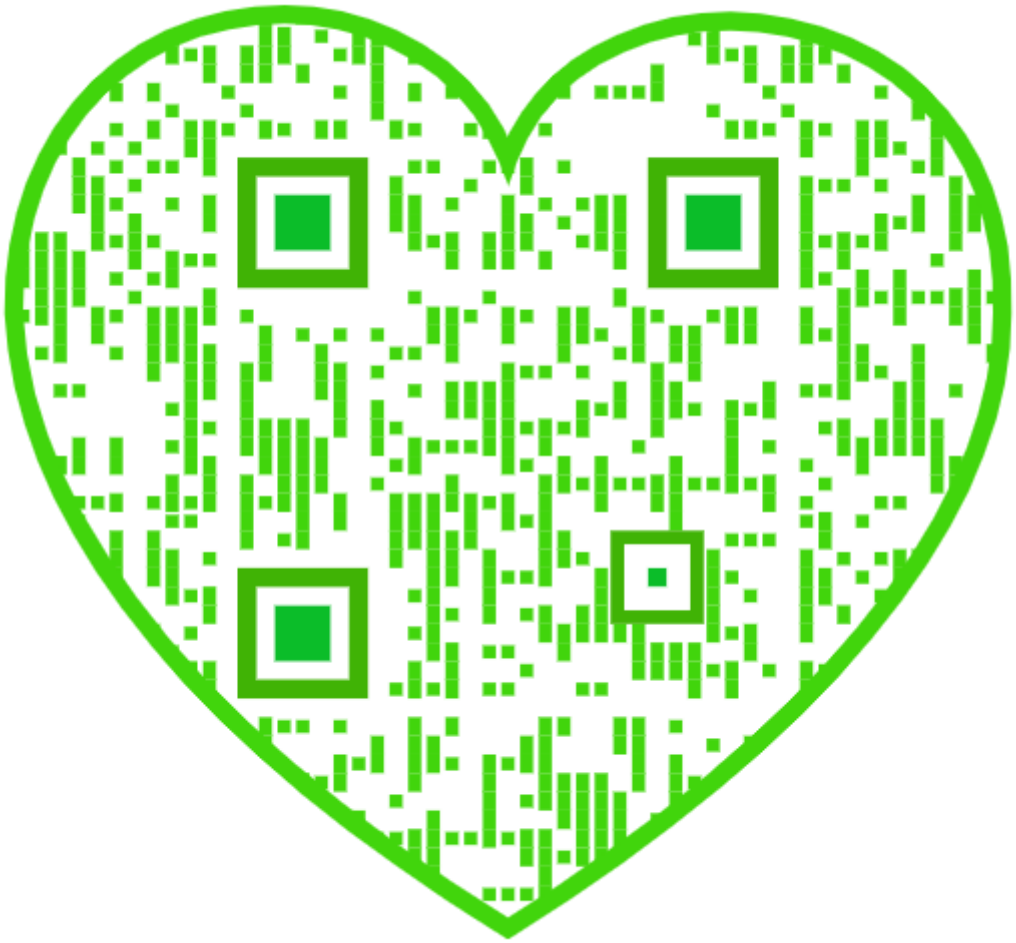

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PREFACE.

Hundreds of volumes have been devoted to Whist in the past century, and it might be supposed that the subject had been exhausted. Far from that being the case, however, it is doubtful if the ultimate dictum will ever be pronounced or, such is the nature of the game, if any theory or system of practice could ever meet with universal acceptance.

The field has been traversed time and again—too frequently by already well-trodden paths—and no portion of it remains unexplored. For all that—and notwithstanding the essential principles of Whist were long since laid bare—there may be scope and perhaps even necessity for a new treatment of the subject.

Since Doctor Pole's first publication (1864) there has not been a book well-adapted to the ignorance of a novice. Even "Cavendish," who is always lucid, appears to take it for granted that his reader is familiar with the fundamental principles of the game. Of the later writers, the majority seem to have aimed at the production of compendiums of rules with little regard to *rationale*. The books published during the past ten years have, with hardly an exception, treated of Whist exclusively from the standpoint of the American Leads and their conventional accessories. The student is confronted by a catalogue of bald directions, without rhyme or reason for their observance, and the im-

the Olden Time. This fact *must* lead to a special American Whist Literature."

The death of General A. W. Drayson, in September of the present year, is fresh in the memory of Whist players, many of whom have derived profit and pleasure from a perusal of "The Art of Practical Whist." He was widely loved for his kindly disposition, the following instance of which the authors take pleasure and pride in recording:

A synopsis of the present book was submitted, by favor of Colonel B. Lowsley, to General Drayson. He was then very ill, but read it carefully and expressed his complete concurrence with the plan and the belief that the work would be of "great benefit to Whist players and to the game of Whist." At the same time he promised "if he could get well enough to write it," to send a paper containing his views, in a detailed form, for insertion in the book.

The authors are indebted to Mr. William H. Whitfeld for an interesting article on "Probabilities" and for his service in checking the Tables of Probabilities, thus stamping them with the hall-mark of unquestionable authority.

In connection with the Critical Endings, the authors desire to record their appreciation of the valuable suggestions received from Colonel B. Lowsley, the well-known author of "Whist of the Future." Colonel Lowsley has not only given the warmest encouragement to this portion of the work, but has also been kind enough to render material personal assistance in the task of final revision.

NOTE BY MR. LENNARD LEIGH.

I believe that when one is asked to buy a book, he has as much right to know something of the process of its production as when he purchases a sausage or a feather bed. Two years ago Mr. Bergholt and I started upon this excursion into the field of Whist literature. From the outset he has occupied the position of wheel-horse in the tandem, and upon that fact our readers are to be congratulated. More than once I have "broken" and might have kicked over the traces or bolted across lots but for his steady restraining influence. Whatever merit may be claimed for our work on the score of freedom from errors of detail is for the most part due to the careful—I had almost said painful—revision of Mr. Bergholt. The labor involved in the calculations and critical endings was sustained chiefly by him, and I must confess that such portions of the book as are mainly my production owe much to his oversight.

Being in touch with the printer as these pages go to press, and separated by the ocean from my colaborer, I am enabled to insert this note without incurring his opposition.

L. L.

Christmas, 1901.

Introduction.

INTRODUCTION.

The almost limitless scope for the exercise of mental faculties, which is afforded by Whist, has made it the principal pastime of the most intellectual members of every community of Anglo-Saxon people. As a mere amusement its popularity is due to its endless variety, to the happy admixture of skill and chance, and to the simplicity of its rudiments. Whilst playing Whist correctly and with a proper degree of concentrative application will strengthen and expand the mind and character, the careless and faulty practice of it will have the reverse effect. For this reason, and because the higher the standard of skill attained to, the greater the enjoyment experienced, the student should approach the study with a serious determination to acquire a thorough knowledge of its principles, which will insure the playing of a *sound* game.

The sound player is one who can be depended upon not to violate any principle. He may not gain any tricks by coups, but on the other hand he will not lose any that should ordinarily fall to him. In the long run such play as his will beat any other that may be opposed to it, for the majority of gains at the Whist table are due to the mistakes of opponents. The player who plays his hand "for all there is in it"—no more nor less—will surely pick up some tricks from the failure of his adversaries to do the same.

It goes without saying that the sound player is the best conceivable partner. The quality of soundness is more durable and reliable than brilliancy, and he who possesses it is respected and sought after in the highest Whist circles.

Sound play is impossible without a thorough knowledge of the principles upon which the game is based. One may know all the rules without being able to play anything better than a weak, mechanical game, for the most important element of good Whist is the ability to make judicious departures from rule. To a player well grounded in the principles all the essential rules would come in natural course by the process of deduction and he could not fail to play sound Whist. Such a state of proficiency is not difficult of attainment by any man or woman of average intellect, nevertheless but few, comparatively, can boast of it. This is due to the fact that, for the most part, students commence by learning a complicated set of leads and rules for play, and continue their education by burdening their memories with conventional details of an arbitrary character. If they gain any acquaintance with the principles, it is by the uncertain, slow and irregular process of induction, which cannot be carried to any appreciable extent except by players of exceptional aptitude.

It is the chief design of the authors of this work to inculcate such a knowledge of the principles as will enable the student to apply an intelligent judgment to any situation that may confront him in the course of play. It is believed that this can best be done by a copious explanation of the *raison d'être* of every rule and the *raison de faire* of each play, supplemented by illustrated deals, endings

Avoid all mannerisms. They are never indicative of ability and seldom accompany it.

It will be some time before you acquire sufficient knowledge to appreciate good Whist. In the meanwhile it may be well to entertain a humble estimate of the quality of your game. Nothing is more amusing to the adept than an assumption of superiority on the part of complacent mediocrity.

Do not allow yourself to be discouraged. Every excellent player has been obliged to tramp over the road you are traveling.

CLASSIFICATION OF SUITS AND CARDS.

It has been the universal practice of writers upon Whist to make two broad divisions of suits: Long or Strong, being those containing more than the average number of cards—that is to say four or over; and Short or Weak, being suits of less than four cards. The indiscriminate use of these terms has been the source of much confusion to beginners.

We shall depart from the general practice of treating the alternative terms as synonyms and make a distinction in the meaning of each; not with any idea of reforming the general usage—a consummation much to be desired, however—but merely as an aid to better comprehension by the student.

By a Long Suit, then, will be understood one consisting of four or more cards, not including more than one honor.

Strong Suit will be applied to any suit containing two or more honors and four or more cards.

The term Weak Suit will refer to one of three cards.

Suits of two cards will be designated as Short Suits, and single cards as Singletons.

Notice that the words long and short, weak and strong, as used in this connection are not antonyms. The anomaly in the application of them will be accounted for as we progress.

To style a suit consisting of king, queen and jack, "weak," is an apparent paradox, but may be justified upon the ground that notwithstanding its trick-making capability, such a suit, or any one of not more than three cards, is impossible of establishment, for there must be at least four cards of the suit in one of the hands. Occasionally one of these terms may have to be used in a general sense, but when it is desired to convey a particular significance they will be employed in accordance with the restricted meanings here set forth.

Whist authorities differ in the matter of classification of the cards. Some divide the suit into six high and seven low cards; others into five high and eight low; others again into six high, six low and an intermediate.

In this volume the most simple, and we believe the most logical classification, will prevail—that of styling ace to 9 inclusive, high cards and the remainder low.

NOTE.—Spades are assumed to be trumps in all the examples given in this book. In the deals, the lead is indicated by a solid suit character; the card underscored wins the trick.

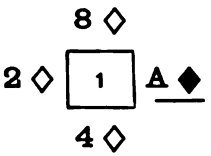
The Game of Whist.

English Long Whist. Score nine all. North turns Spade 6; East to lead.

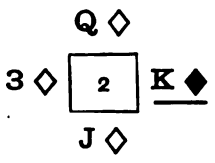
The Hands.

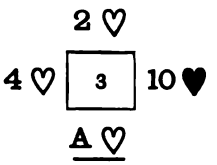
NORTH.	EAST.	SOUTH.	WEST.
♠ Q, 10, 6.	9, 8, 7, 4.	A, K, 3.	J, 5, 2.
♥ 5, 2.	10, 9.	A, J, 8, 7, 3.	K, Q, 6, 4.
♣ Q, 10, 9, 8, 3, 2.	7, 6.	A, J, 5.	K, 4.
♦ Q, 8.	A, K, 10, 6, 5.	J, 4.	9, 7, 3, 2.

The Play.



Trick 1.—"When you lead, begin with the best suit in your hand." (Hoyle.) The lead of ace has a curiously modern appearance, but a century ago the custom of leading king from ace, king, etc., had not been introduced. "With ace, king . . . four (others) or less 'in plain suits,' always lead the ace."*





Trick 3.—"Always force the strong, seldom the weak, *never the two*; otherwise you play your adversaries' game, and give one an opportunity to make his small trumps, whilst the other throws away his losing cards."

East seeing that neither North nor South has any more Diamonds, discontinues the suit and opens the Hearts, because he can give better support therein than in the Clubs. "When a player changes his original suit, he commonly leads his strongest card

*Except where otherwise indicated the quotations are from Mathews.

employ the ante-penultimate in suits of six (1879). In these plays we see a foreshadowing of the fourth-best of the system of American Leads.

Up to this time the Old Leads were almost universally in vogue. They are based solely upon logical and trick-winning principles, and for the most part were practiced by the earliest players who brought intellectual ability to bear upon the game. In the year 1883 the idea of the fourth-best lead was mooted. This was followed by modifications and changes in the high card leads and follows to indicate the number in suit, resulting in the system of American Leads. Notwithstanding considerable opposition, this system became widely established in America, but has never secured any considerable following abroad.

The tendency toward precision in the conveyance of information, introduced by the new leads, soon extended to other features of the play and a veritable craze for conventions set in. Signals were invented to indicate everything conceivable, from the state of a player's pulse to the amount of his pew rent. The most intricate systems were devised, laden with arbitrary plays, and so long as the mystification of opponents continued, these were often unusually successful. At length, however, it was realized that such methods were unprofitable against keen adversaries and a reaction set in, which appears to have included the American Leads in its influence, for a large number of the best players in America have abandoned that system and its ultra-conventional accessories for the older and simpler leads.

The following deal is not an extreme illustration of the modern conventional game:

The Hands.

NORTH.	EAST.	SOUTH.	WEST.
♠ 7, 6, 5, 4, 2.	A, K, Q, J, 10.	9, 8.	3.
♥ None.	J, 9, 5, 3, 2.	A, Q, 8, 4.	K, 10, 7, 6.
♣ K, 10, 7, 6.	J, 4.	A, Q, 5, 2.	9, 8, 3.
♦ 9, 8, 7, 3.	A.	K, J, 5.	Q, 10, 6, 4, 2.

TRUMP, HEART JACK. LEADER SOUTH.

The Play.

COMMENT.

Trick 1.—According to the American Leads, the system practiced in this deal, the ace is led only from five in suit or the ace, queen, jack combination, but South makes an irregular lead which indicates a desire to have trumps led through the honor turned. As he should continue with the fourth best card of the suit, the irregularity will be apparent when he next leads the 2. He hopes that his partner may be able to take the second trick and that he can play the 10 of trumps, against which the odds are, of course, great. The fact that South has nothing for which to extract trumps does not abate his desire to catch the turned Jack. West commences the "four signal" to proclaim four trumps. It is similar to a masked trump call. He will next play the 9 and when later the 3 falls, his partner will learn that he holds four trumps, if, indeed, the fact is not sooner divulged to him through a less mechanical process. West may not have considered that the adversaries are more likely than his partner to profit by the information.

North commences the "plain suit echo" by which he will announce his holding of four Clubs. It is effected by retaining the lowest card until the three higher ones have been played.

East commences a call for trumps and the entire quartette are signalling.

General Principles.

GENERAL PRINCIPLES.

THE PRINCIPLE OF CO-OPERATION.

The basic principle of modern scientific Whist is coöperation, or the play in combination of the allied hands. This requires the treatment by each player of his partner's cards with the same consideration as if they were held by himself. Until the beginner has acquired the habitual attitude of regarding the twenty-six cards held in common, as component parts of a whole, it will be impossible for him to make any appreciable progress. It may be years before he becomes capable of playing his hand to the best advantage of the mutual interests, but the sooner he is imbued with the spirit of this important principle the better for his game. The student will find that all the leading principles of Whist are closely allied to that of coöperation, and contemplate facilitating reciprocal assistance.

In this connection Doctor Pole writes: "Examples of the benefit of this kind of coöperation will readily suggest themselves. One partner may have good cards in plain suits, whilst the other may have good trumps to enable him to bring them in; one partner may have several low cards of a suit and the other a few high ones to enable him to establish it; one partner may be short of a suit and the other may be able to lead it to him to ruff, and so on in many ways."

nal principle is coöperation. As every hand must contain one suit at least of four or more cards, it is evidently practicable to *invariably* open a long suit. We will take it then, as a general rule, that the hand should originally be opened from a suit of more than three cards. When the leader's hand contains a suit combining both elements of strength, as two or more honors and four or more cards, it affords an unquestionable opening. When, however, two long suits are held, each lacking one of the factors of strength, the matter is one of judgment. The preference should usually be given to the suit of greater length, but there are exceptions. For example, holding one suit of six cards, headed by a 9, and another of four cards, with two honors, the latter would be the better one from which to lead, but with only one honor in the latter the choice should be reversed. The trick-taking capacity of a suit in which the 9 is the highest card is entirely prospective, depending upon the promotion of the lower cards and the ability of the partnership to exhaust trumps and secure the lead for the long suit hand at a later stage of the game, which might be effected through the honor in the second long suit. As to the chances of establishing the low card suit, if six cards are held it is highly improbable that any other player will have as many as four, so that the suit being led three times, the original leader may reasonably expect to remain with three long cards when the balance are played. Whether he makes tricks with them or not must depend, as has been said, upon the existence of favorable conditions on the other side of the table, and the chance of regaining the lead by means of his reëntry card.

The Play.

COMMENT.

Trick 1.—South opens the Diamonds, in which he has both length and strength. The advantage of leading a low card is sometimes offset by the probability of having high cards trumped on the second or third round. The rules for opening suits take both considerations into account, as will be fully explained hereafter.

Trick 2.—South can best expedite the establishment of his suit by continuing with a card of his interior sequence, which must force King or Queen. An intelligent player would not need any rule to prompt such action. North is able to place Jack, 10, 2, and possibly 7, in his partner's hand. The fall of the Queen indicates that West has no more of the suit.

Trick 3.—At this point, if North was playing solely for his own hand, he would proceed to make what tricks he could in Spades, but consideration for the combined interests actuates him. South's Diamonds are established, so that if the adverse trumps can be drawn and the lead put into South's hand, he will bring in the long cards of that suit. North's trump holding is strong enough to justify an attempt to exhaust the opponents. For the rest, he is sure of getting in on the Spades, and has a small Diamond to lead to his partner. Note how North's calculations are made with a view to protecting and supporting his partner's hand.

Tricks 4 *and* 5.—West, having secured the lead, endeavors to establish his strong suit as a defensive measure.

In brief, when strong enough, the combined hands will make every effort to draw the trumps of the opposition; when, on the other hand, it is evident that the preponderance of trump strength is against them, or when they have nothing in plain suits worth playing for, they will resort to the ruffing game, affording to each other as many opportunities as possible for making tricks with their trumps before they can be drawn.

As in plain suits, the numerical element of strength is the more important in trumps, for, if we have decided that establishment is the object to be aimed at in the opening of the hand, the ability to bring in the long cards is the ultimate consideration, and that must depend upon exhausting the adverse trumps. Whilst every opportunity to make tricks in the trump suit will of course be taken advantage of, the chief desideratum is to secure a sufficient number of leads to draw those of the opponents. The process of "trumping out," as it used to be termed, is analogous to that of establishment.

When the original leader has a sufficient number of trumps to justify him in the attempt to draw the adverse holdings, the first lead should be a trump. Holding five, it is probable that three, and almost certain that four, rounds will extract the last one from the hands of the opposition, leaving the thirteenth for reëntry. It follows, then, that with an already established suit and five trumps, the latter should be the original lead, irrespective of the size of them.

With but four trumps, an established suit and no other strength in the hand, one could not venture upon such a lead, unless the trump suit was a very strong one, and even

then at considerable risk, for should five trumps lie adversely in one hand, the suit would be useless, unless the partner could secure the lead after the last trump had been played and reënter the established suit. Reference to the first of the tables of probabilities at page 383, will show that when a player holds four cards of any suit, an even distribution of the remainder will occur but 110 times in a thousand, and partner will hold four or more 337 times; whilst an adversary will hold four or more 633 times—nearly twice as often.

When, in addition to four trumps of at least average strength and an established suit, a card of reëntry is held, the lead from the trumps will generally be correct.

The following may be accepted as a maxim of general application. *When the only long suit is that of trumps they should be led, and generally from five or more, regardless of what the rest of the hand consists.*

A few hands are appended, with the correct suit for opening in accordance with long suit principles indicated. Spades are trumps in all the examples contained in this book.

Ex.—♤ K, 7, 2. ♡ K, Q, 10, 4. ♧ 8. ♢ 8, 7, 6, 5, 2.

The strength in Hearts and weakness in Diamonds make the former the unquestionable opening.

Ex.—♤ K, 7, 2. ♡ K, 9, 6, 4. ♧ 8. ♢ 10, 8, 7, 6, 5.

In this case the high card strength in Hearts is so moderate as to be offset by the numerical superiority of the Diamonds.

Ex.—♤ K, 7, 2. ♡ A, K, Q. ♧ J, 10, 8, 4, 2. ♢ 5, 3.

were adopted in Hoyle's day, and a process of logical development, extending over a period of a century and a half, has culminated in the systems practiced by players of the long suit game, which probably exhaust the possibilities of improvement.

High card openings contemplate immediate trick-taking, combined with establishment through the lead of winning cards, or such as will force out higher ones and promote those in the hand of the leader to the command of the suit.

Ex.—♡ A, K, Q, 9, 5, 2.

The honors of such a suit as the above would be played with a view to making tricks with them and in the reasonable expectation that they would draw all the outlying cards, so that the 9, 5 and 2 might become equally good.

Ex.—♡ K, Q, J, 9, 5, 2.

An honor led from this holding would draw the Ace, and after the first round the suit would be equally powerful with that last noticed.

When the suit contains no combination adapted to such tactics, it is broached with a small card, partner being relied upon to contribute one or more high cards toward the effort at establishment.

Ex.—♡ Q, J, 9, 8, 6.

The 6 is led. If partner holds the Ace and King, establishment is complete, so if he plays King, drawing Ace. If he can secure the first trick with either card and return the suit, it will probably be established upon the second round.

Let us suppose an intellectual player, ignorant of rules and without experience, to be called upon to open a suit

These leads are typical and the principles underlying them are in some cases extended for the sake of uniformity to conventional leads where the original *raison d'être* does not exist.

We will now suppose the player to hold ace, king, 8, 6, 4 of trumps. The argument advanced for the lead of a high card in plain suits—that of its liability to be trumped—can not, of course, apply in this instance, and the principle of retaining command of an unestablished suit, which has been explained in the section on Establishment, has full force. In trumps it is often essential, and always desirable, that the player initiating the attack should win the third round, which will frequently be the last, and so secure the lead for the continuance of the suit for which he is playing. With such a trump holding then, as that mentioned, the player would lead a low card in the hope that partner could take the trick, or if not, force the play of one of the higher adverse trumps.

On the same principle the trump suit is generally opened with a low card, unless it contains such strength—numerical or high card—as to make it probable that two rounds will exhaust one or both of the adversaries.

THE PRINCIPLE OF SECOND HAND PLAY.

The play of the second hand is influenced by the consideration that the third player will put his highest upon a low card led by his partner, and consequently an attempt to take the trick by the second player would be of no avail (unless he could put in a card higher than any held by the third hand), and to make it would be assisting the establishment of the suit with the leader. It is an even chance

PRINCIPLES APPLYING TO THE FINESSE.

The word finesse in early Whist parlance was applied to any play of a fine or subtle character. In its correct modern use the term is restricted to that form of tactics which involves the attempt by first, second or third hand to accomplish with a card other than the best in hand what is certainly achievable only by the former, at the risk of the trick falling to a card of intermediate rank.*

Example.—South leads the ♧ 5; West plays the 2; North, holding Ace, Queen, etc., puts up the lower card on the chance that the King is not to his left; or,

Example.—South leads ♧ 10; West plays 5; North, with King, Jack, etc., passes the card led in the hope (first) that East has neither Ace nor Queen, in which case the 10 will hold the trick as effectually as the King or Jack could have done, and (secondly) that East may hold the Ace but not the Queen, when the 10 will draw the former as readily as North's highest card could have. If East holds both the honors finessed against, it matters not, so far as the immediate trick goes, how North plays, but if East has the Queen only, the finesse possibly costs a trick.

A player should not finesse in his partner's suit. To do so is contrary to the principle of establishment, for the reason that the holder of a strong suit desires it cleared by the play of high cards from his partner's as well as from the adverse hands. When, however, the lead is

*Although in its broadest sense the application of the term is practically unlimited, its latter-day meaning is distinct and restricted. Clearer understanding and more precise expression are secured by the limited use of the word. When it is known that the left-hand adversary can not take the trick it is manifestly improper to style the play of a card other than the best in hand a finesse. So with underplay and holding up, when they do not contemplate any attempt upon the side of the partner to win or force the command.

ability to be calculated entirely from that viewpoint. (Vide Deal 5, Tr. 2, Tr. 7, p. 88.) A player may lose a trick by putting in the queen, whilst holding the ace, and gain two through the adversary leading up to another tenace in his hand. A hand may be so poor outside of the suit in which the finesse is taken, as to make the avoidance of the lead a positive advantage.

The probability of the suit going round three times, or otherwise, and trump strength are important considerations in deciding whether to risk the loss of the card, which must be held up in order to effect the finesse.

Other elements of the calculation are the stage of the deal, the general composition of the hand, the position of the player and his partner in the following trick if the finesse loses, and the suit likely to be led in the same event.

It is seldom sound to make a finesse which will hazard more than one trick, or to make one unless the contingent gain be greater than the contingent loss.

THE PRINCIPLE OF THE DISCARD.

The player who is called upon to discard may be likened to the commander who is obliged to withdraw a portion of his force from the field of action. He will take troops from the point at which they can best be spared, but the place whence they are detached must necessarily be weakened. If the day is going well with him, or if the enemy is retiring, he will probably form his detachment from the remnants of some shattered corps rather than draw it from a body which is comparatively intact and effective for an aggressive movement. On the other hand,

if hard pressed, he would not venture to reduce his defense in an already weakened quarter, nor upon the retreat would he detach troops from the rear guard which, although a comparatively small portion of his force, would be that upon which the safety of his entire army must depend.

So in Whist, a card can not be discarded without weakening the suit from which it is thrown, but the effect upon the hand will depend upon the condition of the deal. In a normal or favorable situation a player should not reduce his power of aggression by discarding from his strong suit. His weakest holding would be selected for the purpose, with reservations, however. He would not deprive an honor of its guard, nor eject a card which might be needed to reënter his partner, any more than the general would deprive a posted gun of its support, or remove a regiment whose duty was to maintain communication between two parts of the field.

When the adversaries have displayed preponderating strength in trumps, the chance of bringing in the long suit is obviously minimized and its low cards are of little value, whilst it is of the utmost importance to retain whatever strength may be held in the weaker suits, for the purpose of obstructing the tactics of the opposition.

The application of this principle is somewhat modified by the consideration that it is not advisable to give precise information to adversaries who are excessively strong, especially when the partner has no ability to profit by it; therefore, whilst the rule to discard from strength, when the balance of power in trumps is adverse, holds good in

Tricks 3 *and* 4.—North has indicated his desire to have trumps extracted, but he has no idea of missing the opportunity of allowing South to ruff. As a precautionary measure he shows his Spade reëntry before leading the Club, thus obviating the possibility of his partner going wrong, for if he has but two trumps or misunderstands the play he will come back with a Spade.

South completes an echo to show four trumps in ruffing.

Trick 6.—Having shown the Spades, North can safely force his partner's last trump.

Tricks 7 *and* 8.—The partner of a player for whose suit trumps have been drawn, being in the lead after the extraction, should make any winning cards in his hand, provided they can not be needed for reëntry, before returning the strong suit. In this case South surmised that the Spades were exceptionally strong, since North could have had little else, and he is marked with a long trump after drawing the last outstanding.

After the successful finesse North has nothing to do but draw East's trump and take the remaining tricks.

The Original Lead.

veys a desire to have the lead returned to him at the earliest opportunity, and to have his partner's hand subordinated to his in the subsequent tactics. At a later stage, when all leads must be considered in connection with the preceding play, the same inferences are not to be drawn from a trump lead.

THE PLAIN SUIT LEAD FROM EXTRAORDINARY STRENGTH.

When the leader holds six cards of a suit, more than half the time it will go round only once, and the chance of speedy establishment is so great that, in default of a trump lead, it should generally be opened regardless of the absence of high cards. With an excessively long suit there is some chance of the lead drawing from partner the only card of the suit in his hand. In leads from seven cards this will happen more than one-fourth of the times, and would prevent him from putting the leader in at a later stage when the latter might have no other means of reëntry. This consideration will often induce a trump lead —which would not otherwise be made—when the suit is established.

Ex.—♤ K, 10, 8, 6. ♡ A,K,Q,8,5,4,3. ♧ 7. ♢ 3.

In this case, should the partner's only Heart be extracted by the first lead of the suit, the chance of making more than one or two tricks would be very small. On the other hand, if the adversaries' trumps can be drawn before the Hearts are touched a great game may result.

The holder of five cards of average size may count upon establishing his suit. No other holding of equal length will be out in 807 of 1,000 deals. Of the remaining

193 occasions an adverse suit, equalling or exceeding that of the leader in length, will be held 128 times only.

It will so seldom happen that two five-card suits are contained in the same hand, that the possibility is not worth considering. When it occurs, no difficulty is likely to be experienced in the choice of leads.

From a hand that does not demand a trump opening, the five-card suit should be opened, unless it is exceedingly weak, in preference to a suit of four of greater high card strength. The latter will aid the establishment of the longer suit by affording reëntry for it.

Exs.—♠ K, 9, 4. ♡ A, K, 6, 2. ♣ J, 10, 9, 7, 5. ♢ 8.
♠ K, 9, 4, 2. ♡ A, K, Q 4. ♣ K, 10, 9, 7, 6. ♢ none.
♠ A, 2. ♡ K, Q, 5, 3. ♣ Q, 10, 8, 6, 4. ♢ K, 2.

In all the above cases it will be noticed that there is a good prospect of bringing in the long suit, if reëntries are retained and partner has average trump strength.

When the probabilities are against the long suit ever being established, there can be no justification for the effort and the strong suit should be opened, as offering better defense and the greater chance of making tricks.

Ex.—♠ K, 7, 2. ♡ K, Q, 10, 3. ♣ 8, 6, 5, 4, 2. ♢ 6.

It is poor play to lead a suit to partner in which there is no defense. He will put up his highest, which in such a case—instead of promoting establishment with the leader—will strengthen the adversaries.

A suit including the major tenace (ace, queen), or the minor tenace (king, jack), or double tenace (ace, queen, 10), may be held up with some advantage, because if it

must be mainly defensive in its character. The leader has no longer suit, or if he has one it is extremely weak, consequently he adopts the alternative which leaves him with the best protection against the opposing hands. The odds are against the opener of a four-card suit establishing it, and when he does so there can be very little left to bring in, so the play of such a holding resolves itself into an endeavor to make as many tricks in the suit as possible, and to obstruct its adverse establishment.

When the suit is already established, it is generally advisable to make the winning cards at once, in the course of which process an adversary's strong trump holding may be forced to advantage.

If two four-card suits are held it will be generally right to open the stronger. When, however, the one is headed by ace, king, or king, queen, and the other is sufficiently strong to warrant the belief that with ordinary assistance from partner two or three tricks may be made in it, the first should be retained to furnish reëntry and the latter opened. Only under exceptional circumstances, when an adversary (who is unlikely to be very short in a suit of which you hold but four cards) is able to discard all, or all but one, of his holding before the stronger suit is opened, is the proceeding calculated to produce a loss. Against this remote contingency may be set the probable gain by withholding the strong suit. Any suit, unless headed by three cards in sequence, is likely to make more tricks when led up to than when led from. Thus, a four-card suit of ace, king, 6, 2, when opened will secure the first two tricks and allow an adverse queen, if sufficiently guarded, to make, but should the suit be led by another

[South] has four small trumps, Ace, Queen, etc., of the second suit; King, Knave, etc., of a third, and a single card of the fourth. In these sort of hands, I am of opinion that the chance of winning, by leading the single card, is much greater than of losing tricks." (Maxim 109.)

Neither Hoyle nor Mathews lays down any restriction as to the size of the card led. Modern critics have remarked that this is an important point. "Pembridge," an author of a liberal mind, and not apt to submit to arbitrary rules, remarks that "to succeed with a singleton, (1) your partner must win the first trick in the suit, (2) he must return it at once, (3) on your next opening another unknown suit he must again win the trick; and the odds against these combined events coming off are something considerable. . . . . At the same time, just as there are faggots and faggots, so there are singletons and singletons, and a Queen or Knave is by no means such a villainous card as anything below a seven."

If the single card is high enough to warn and to support partner, the objection that it may unjustifiably kill an honor in his hand is much weakened. But substantial disadvantages, common to all *original* short suit leads, still remain. One will almost as certainly ruff the suit if he leaves it alone. The partner will be always in a state of uncertainty as to the nature of one's lead—queen, jack, 10, 9 are all led from strong suits as well as from weak ones—and as to the proper play of third hand thereon (see p. 159). And a declaration of impotence is invariably injudicious and will often lead to actual loss of tricks, provided the opponents are on the alert to profit by the confession of weakness.

In the deal which follows, we have given South the precise cards indicated by Mathews, and we have distributed the other hands with great regard to fairness and probability. It is abundantly obvious that if one holds king, jack, to four or more, and partner holds ace or queen or both (which will happen about 5 times out of 9), the suit may be opened with advantage to the leader. Also that if partner holds king—and, in most cases, if king guarded is behind the leader—he will benefit by opening from ace, queen, to four or more. Therefore we give partner nothing higher than the 10 in each of the two suits, and we place the king of the one suit and the queen of the other on the right of the leader. We further allow the opponents to preponderate in trump strength, as it is in such cases that to ruff with small trumps and to lie in wait with tenaces may be expected to prove the most profitable policy. We further make the singleton a 10, and give partner the king, thus divesting the lead of all ambiguity.

DEAL NO. 4.

THE SINGLETON LEAD.

The Hands.

NORTH.	EAST.	SOUTH.	WEST.
♠ A, 10.	K, Q, 9, 5.	8, 7, 4, 2.	J, 6, 3.
♥ K, 7, 5, 3.	9, 6, 2.	10.	A, Q, J, 8, 4,
♣ 10, 8, 5.	K, 6, 2.	A, Q, 7, 3.	J, 9, 4.
♦ 10, 8, 3, 2.	Q, 9, 6.	K, J, 5, 4.	A, 7.
TRUMPS, SPADES.		LEADER SOUTH.	

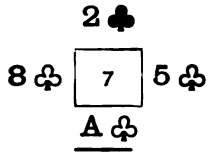
The practice of recent years has tended toward the extension of the principle involved in the first example to "split" hands of every description, regardless of composition. Pole and "Cavendish" indirectly recommend the lead when they advise adherence to the long suit opening in hands which contain no four-card suit but trumps. The play is supported upon the ground that the holder of such a hand as the preceding example can not hope to ruff anything.

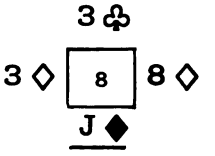
3. There is a class of "split" hand in which an alternative lead offers strong inducement, *i. e.*, when one or more of the plain suits include good supporting cards. (Vide Deal 13, Tr. 1, p. 169.)

Ex.—♤ 10, 9, 6, 4. ♡ Q, J, 8. ♧ 8, 7,6. ♢ 10, 3, 2.

The lead of the Heart Queen might be of the utmost assistance to partner, and could hardly injure the leader under any circumstances. The defensive and tentative leads from "split" hands may be unqualifiedly recommended. In the case of the supporting lead there seems to be a question, but believing that the benefits from the plain suit opening in such hands as the last example will be offset by the advantage accruing from uniformity of practice, the authors advise the invariable lead of trumps from a "split" hand as an original opening, and this has received the endorsement of many of the best living players.

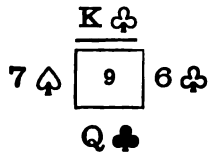
Trick 6.—North, playing Spade Ace, second in hand on the small card led, in an ordinary situation indicates no more of the suit.

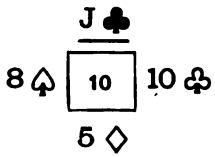




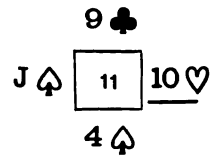
Trick 7.—Observe that it would be clearly bad play for South to finesse the Queen of Clubs. He knows North to hold the 9 of trumps (if East had had it, he would have led it from Ace, Queen, 10, 9. See Table of Leads, p. 99) and five Clubs. If South wins with Queen, then Ace of Clubs, he can only eventually lead losing Diamond or losing Spade; and North will at most make the losing trump. But if North is strong enough in Clubs to win the Queen and force the best trump, North and South will win all the other tricks. The possible gain by the finesse is quite out of proportion to what it may lose. Under ordinary conditions the finesse would be taken.

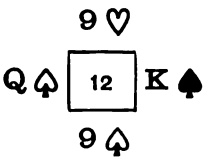
Trick 8.—South makes sure of his Jack of Diamonds before giving back the Club.

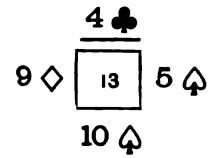




Tricks 9 *to* 13.—It falls out as South had hoped.







North and South nine.

East and West four.

The Card to Lead.

The lead of a low card from king, queen and two cards smaller than the 10 of a four-card plain suit has considerable approval among good players, and appears to be sound. Whilst the orthodox lead has been adhered to in this book, it is deemed advisable to make a brief statement of the arguments in favor of the innovation.

When the leader has but four in suit an adversary will hold an equal or greater number 633 times in a thousand, and is then practically sure to be left with winning cards after the king and queen have been played. Partner will hold ace or jack about four times in nine; he will hold both about once in nine. There are other distributions and conditions in which he may take the trick or force the play of the master card, securing the command on the third round to the original leader. When partner holds ace or jack, and one, additional advantage attaches to the lead of small. On the other hand, when he has no high card and the first round fails to bring out the ace, both king and queen may be shut out.

When the 10 accompanies the king and queen, the suit should be opened regularly. The play of the king, if the ace be adverse, will leave the leader with the major tenace, from which he may finesse on the return, retaining the command.

QUEEN LEADS.

Queen, Jack, 10, etc., in all suits. From a holding of four, follow with jack, otherwise with 10. (Compare lead with ace, queen, jack, etc.) If 9 also be held it should be played after the queen, even though the sequence is extended by the 8.

In all other suits of four or more lead the lowest. This section should be studied in connection with that on Unblocking. A knowledge of the proper third-hand play to the various leads will thus be acquired simultaneously with the reasons, in many cases, for the latter.

The top card is led in plain suits and trumps from fewer than four with the exceptions noted elsewhere.

LEADS TO THE TURNED TRUMP.

The lead in trumps may be modified by the turned card. Obviously from ace, queen, jack, etc., a small card is led if partner has turned the king or 10; from king, jack, 10, 9, etc., small is led if partner has turned ace, queen, or 8, and so with other holdings.

With ace, queen, 10, etc., and jack turned to the right, lead queen. If it forces the king, tenace is held over the jack. With ace, jack, 10, 9 and queen turned on left, lead ace, then jack, in order to bring down the queen to the possible king in partner's hand. With 10 turned on right, lead jack from king, jack, 9, etc., and queen from queen, jack, 9, etc. With 9 turned on right, lead jack from jack, 10, 8, etc. The purpose in each case is to "beat the turn-up."

PLAY OF THE THIRD HAND ON PARTNER'S ORIGINAL LEAD, WITH SPECIAL REFERENCE TO UNBLOCKING.

I. LEAD OF ACE.

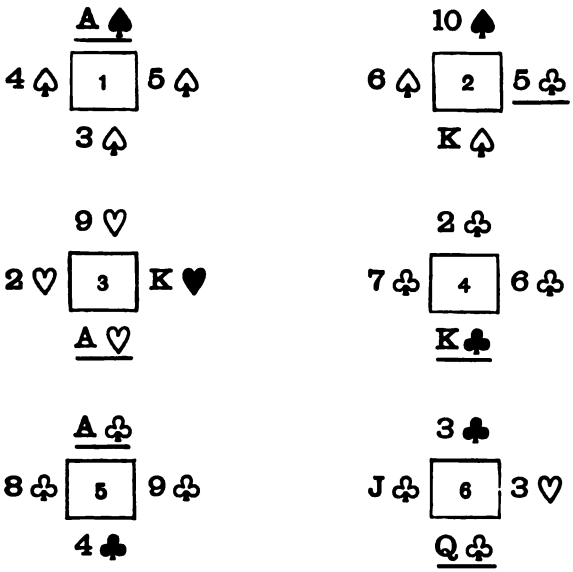
From the Table of Leads on page 99, it is seen that the inference from lead of ace is that the leader has either both queen and jack, or else five originally in suit. Suppose, when North opens with the ace, that South holds queen, 10, 9, 3; it is clear that East and West hold four of the suit at most. If East follows suit to the ace, South should play, not the 3, but the 9. This precept is as old as Hoyle, who points out that if North should hold six, South may easily lose two tricks by not retaining the 3. The same is true if South holds queen, jack, 9, 3; or, in general, any four cards, the three highest of which are big enough to obstruct small cards in the leader's hand. If South has to follow suit on the next round, without having to head the trick, he must again hold up the 3, playing his highest card but one; otherwise he will have completed a signal for trumps (see page 231). The point is illustrated in the following deal:

DEAL NO. 6.

UNBLOCKING.

NORTH.	EAST.	SOUTH.	WEST.
♠ K.	A, 8, 5.	9, 4, 3, 2.	Q,J,10,7,6.
♥ 8, 6.	A,K,10,7,3,2.	Q, J, 4.	9, 5.
♣ A, K, 9, 8.	10, 4, 3.	6, 5.	Q, J, 7, 2.
♦ A,9,8,5,3,2.	7.	K, Q, J, 4.	10, 6.

CLUBS DECLARED TRUMPS. LEADER NORTH.



North, inferring from South's trump lead that the latter has still a small Spade, is not afraid to give the two trumps for one.

Tricks 7 to 13.—South leads Spade 7, and North makes three more tricks in the suit. The adversaries make Diamond Ace and King, and one Heart.

North and South, nine; East and West, four.

Again, South holds Queen, 3, 2. North leads Ace, then 9. All follow suit to first round; on the second round East plays the King. South should throw the Queen under the King, as his partner is marked with Jack, 10 and one other at least.

Again, South holds Queen, 10, 8. North leads Ace; East plays the 9; South the 8; West the 2. North continues with the 5 (showing that the 4 and 3 are adverse); East plays the King; South throws the Queen as before, since North must have the Jack, 7, 6.

In other positions, the fall may guide the third player to throw a high card on the second round.

Example.—North leads the A; East plays the 10; South (holding 9, 3, 2) the 2; West the Q. At trick 2, North leads the 4; East plays the J. Now either East has the K single and West will renounce; or the K will fall from West's hand, leaving North with the 8, 7, 6 and 5. South must therefore play the 9, retaining his 3.

2. LEAD OF KING.

On a king led, third hand, holding ace and jack only, should play ace and return the jack. If second hand trumps the king, however, the jack is the better play, as being less likely to confuse partner. With ace, jack and one other card (10 or lower), play lowest under the king, and ace on the small card next led, if second hand does not trump. With jack, 10, 9, and a small card, play the smallest under the king; the conditions are not the same as on a lead of ace.

With ace and one small, third hand plays small on a lead of king. With ace and two small, a small card is played on first and second rounds on lead of king, followed by jack (declaring queen without the 10, four only in suit). But on king followed by 10, ace should be played on second round, even if second hand then renounces. If the leader has a small card, the other adversary cannot have had more than four originally. If the leader has no small card, third hand ought still to leave the third and fourth rounds clear. And, in general—

Whenever the leader has entire command, except for the best card which, with only one small card, is held by

Later on North gets out the trumps, and leads Spade Jack, after which South's 9 blocks the suit.

5. LEAD OF 10 OR 9.

With ace and queen only, third hand should play the ace and return queen. With ace, queen, and one small card, he should play queen on first round, and return ace —not to unblock, for that might be accomplished equally well by the play of small card first round and ace on the second round—but to inform the leader as early as possible of the establishment of the suit. If second hand trumps the 10 or 9, however, the small card should be played. Second hand following suit, the play of queen, then ace, informs the leader that one small card exactly remains in hand.

With ace, queen and two small cards, third hand plays smallest first round, and queen on the small card next led.

For the sake of uniformity, follow the same course of play with king and jack on a 9 led, unless the lead is desired.

With queen and one or more small cards, third hand should play smallest on a 10 led. If the 10 forces the ace, and the original leader continues with the king, it is unsound for third hand to throw the queen, unless he can count the leader with more than four originally. The 9 must be adverse (see Table of Leads, p. 99). The following deal, however, illustrates the contrary case, when queen must be played.

After Leads.

A player who is in possession of an unusually strong suit may open it in preference to returning his partner's lead from average strength, and the original leader should then hold his suit as auxiliary to the superior one, and employ its high cards to furnish reëntry.

Ex.—South leads♡2; West plays♡4; North♡A; East♡6.

South's suit did not contain Ace, King, nor King, Queen, nor King, Jack, 10. From the following hand, North is justified in continuing with his own strong suit. ♤, Jack, 8, 3. ♡, Ace, 5, 3. ♧, Ace, King, Queen, 10, 5. ♢, Ace, 10.

When a player opens a suit with a low card, and his partner holds the trick with the 10, or a lower card, having no honors in the suit, the return of the lead is sure to be disadvantageous to the original opener. The honors must be divided between the first two players, and each must hold a tenace. (If this proposition is not patent to the reader he will improve his understanding by testing it with the aid of the Table of Plain Suit Leads and the rules for second hand play.) If the opener has the minor tenace, he will be at the mercy of the last player upon the return. If the original second hand has more than two cards and the opener holds the major tenace, he must give up the command and allow the adverse holding to become tenace over his queen. These considerations would induce a change of lead, unless the original third hand has but one remaining and is desirous to ruff the third round. If two players have a definite agreement to act in this wise, the return of the suit becomes a conventional and specific declaration of the situation.

Inferences.

INFERENCES.

"Whist is a language and every card played an intelligible sentence." So said James Clay at a time when the language of the cards was less precise but more comprehensive than it is to-day.

Some inference of more or less importance may be drawn from every card that drops at the Whist table. The ability to make correct deductions from the fall is called "Whist perception," upon which, more than any other quality, depends good play and correct judgment. It is within the power of any intelligent person to acquire, and with careful practice the habit will become almost mechanical, under ordinary conditions, leaving the mind free to engage in reasoning upon unusual situations.

The inferences deducible from the opening leads of partner and adversaries are of the simplest form, and will naturally be the first to demand the attention of the student. A knowledge of the leads will enable one to instantly infer from a high card originally led, other high cards in the leader's hand. For instance, the lead of a king proclaims the holding of ace or queen, or both, and if the king holds the trick, and is followed by the queen, the leader is marked with the ace to his partner. The jack led informs that the leader's hand contains king, queen and at least five cards. These are unmistakable announcements of fact, but unless one adopts the practice of making a dis-

tinct mental note of them at the time of occurrence, he is very unlikely to form a proper habit of drawing inferences. Negative inferences are of equal importance with those of a positive character. When a player opens with a low card the indication is that he does not hold a combination from which a high card should be led. A good method of acquiring familiarity with the leads is by a practice of which the following is an example: Take queen, 9, 2 from any suit and suppose the 6 to be led. What high cards may the leader hold?

Knowing the conditions under which second hand will cover, one is in a position to make positive or negative deductions as to the character of his holding. So with third and fourth hands playing to win a trick, one may assume that neither has the card next below that played, and that the last player has no lower card which would win. We will suppose that third hand holds the following cards of a suit—ace, jack, 7. The 6 is led; second hand plays the king, third covers with the ace, and the fourth player drops the 2. What can third hand gather from the fall of the cards? The leader has nothing lower than the 6, and at least three higher cards; second hand has one at most of the suit remaining, and fourth hand must hold two of the following cards, 3, 4, and 5, and perhaps one more.

With the same holding in case of third hand, suppose his partner to lead the 8, second hand to play the 6, third the ace and the last player the 2. The leader cannot have both king and queen, but must have one of those cards and 9, 10 in order to hold three higher than the 8. Second hand, if the 6 be his lowest card, has either no more or one of the honors left. The other players infer from the play of

the ace that third hand has neither king nor queen, and the opponent who has not an honor credits his partner with one. These are what may be called particular inferences, requiring nothing more than close observation and ordinary reasoning, combined with an elementary knowledge of the game. General inferences usually demand a higher order of Whist ability and depend upon reasoning of an abstruse character, but the student who will conscientiously exercise his powers in the former class will find himself gradually acquiring a faculty for deduction in the second.

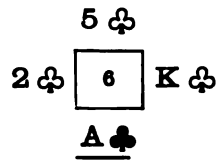
A simple illustration of what we may term general inferences follows:

West opens with the Heart Ace, on which North discards the Club 9.

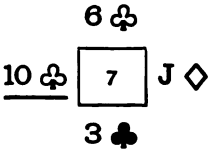
South infers that his partner has four or five trumps. (The possibility of his not holding any is too remote to be taken into account.) With fewer, he would be glad to make one in ruffing; with a greater number he could trump and lead. His discard indicates few Clubs, and he must have a great suit of Diamonds, the protection of which he will not risk even to ruff a sure adverse trick. South, when he gets in, will lead a trump regardless of the composition of his own hand.

The following deal, which has been taken haphazard from the published reports of trophy matches, will furnish an illustration of the process and effect of drawing correct inferences. The student will derive a great deal of benefit from the examination of it if the diagram is reproduced with the cards and pains taken to thoroughly understand the text. Too much trouble cannot be taken over this fea-

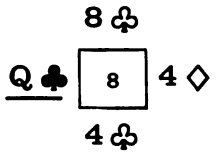
trumps, although he must surmise that the Diamonds are established, it is probable that he is weak.



Inferences.—East has but one Club. North cannot be commencing a trump signal because South can account for all the Clubs below the 5. He infers that East's is the strong trump hand, and continues the Clubs in the hope of forcing it.



Inferences.—By discarding the best Diamond, East proclaims entire control of the suit. South can mark West with the Queen and Jack of Clubs.



Inferences.—West can place the Heart Jack, a losing Diamond, and three trumps in North's hand; two winning Diamonds and three trumps in that of East, and two Clubs and three trumps with South.

The best prospect seems to lie in leading the Club Queen, which will give his partner a chance to overtrump or discard. In the former event, East will lead back a winning Diamond, putting West in a similar position.

Reëntry Cards.

REËNTRY CARDS.

The bringing in of a long suit depends upon two factors outside of strength in the suit itself; these are trumps and cards in lateral suits, with which tricks may be taken and the lead regained. At the opening of a deal, in calculating the prospect of making a suit, aces and guarded kings are the only cards which should be relied upon with confidence for reëntry. The chances against a queen, although doubly guarded, making are too great to justify any action based upon the presumption that it will do so. For instance, the recommendation to lead trumps from four, when accompanied by an established suit and a reëntry card, does not contemplate such an original lead when the only reëntry is a queen.

As the deal develops, reëntries will be created by the play of higher cards, with the effect of constantly varying the relative value of the hands.

Obviously a trump may afford reëntry, and all the trumps held in excess of average strength may be depended upon for that purpose. A hand containing six trumps is sufficiently equipped for establishment tactics without the addition of a reëntry card. Holding an established suit and five trumps, a player should not be deterred from leading the latter by the absence of plain suit reëntries from his hand.

careful not to impair any possible chance of regaining the lead.

EXAMPLE.—Trumps are out, and South holds four long cards of one suit, and jack and three small of another, which has not been opened. A third suit being led, South had better discard from his long cards rather than remove one of the guards from the jack, which may be the means of putting him in again.

Since the possession and retention of reëntries is of such importance, it follows that the calculating player will endeavor to force them prematurely from the hand of an adversary who is playing for a long suit.

When it is evident that the possessor of the long suit is relying upon reëntries in his partner's hand, every effort should be made to render them inoperative.

The illustrative deals afford numerous examples of the application of the foregoing principles.

Play of Second Hand in Plain Suits.

In this distribution, by covering, second hand strengthens partner and leaves him with entire control of the suit. As the queen must be to his left, unless his partner has it, the original second hand can continue the lead up to the weak hand and make three tricks. Supposing, however, that second hand had failed to put up the king. The jack would have drawn the ace, leaving third hand with second best guarded. Transpose king and queen, or ace and queen, and we get results more or less favorable to the cover, indicating that the rule is applicable to the play of any honors in similar circumstances. Of course, the principle of making the weak hand contributory to the strong applies conversely, so that with four or more in suit, including a single honor higher than that led, second hand should hold off and leave to his partner the trick, which it is an even chance that he can take.

When the honor is accompanied by the 10, the rule for covering is extended to all suits, regardless of numerical strength, for no matter how adversely the cards may lie, the 10 must be promoted to the second place.

Example.—Second hand, K, 10, 7, 2; third hand, A, Q, 8, 6; fourth hand, 9, 4, 3.

In the above illustration, second hand covering the jack, remains with the 10 guarded, and is assured of the third trick. If he plays low the jack is finessed, and the adversaries take three tricks.

With two or more honors in sequence the second player should cover a low card, the single exception being that of queen-jack and small cards. One of the remaining honors must be to the left, and if with third hand, jack

Example.—Second hand, Q, 9, 3; third hand, K, 10, 6; fourth hand, A, 8, 4, 2.

In the first example, second hand holds a perfect, in the second, an imperfect fourchette to the jack. The advantage of covering is apparent, and the principle which governs the rule must be patent to the student who has attentively read the preceding paragraphs.

The play of singly guarded honors has been the subject of diverse opinions, and no definite rules can be laid down for the guidance of the player.

As far as trick-taking is concerned, it is of little importance whether or not the honor be played to the first round, but other considerations will materially affect the decision.

As a rule, the ace should not be played from two in suit unless upon an honor, but, of course, if the lead is particularly desired, there would be no hesitation about putting it in.

The play of king and one small presents a more difficult question. Under present methods of opening suits, the chances are in favor of the king making, if put upon a small card in the first round, but the advantage thus gained in the matter of trick-taking is, perhaps, counterbalanced by the declaration of weakness involved in the play. It must be borne in mind that the second trick in an adversary's suit will generally be worth more than the first, and the third more than either. We would advise the student not to adopt any uniform practice, but to cover when the situation renders the lead desirable; otherwise to refrain from doing so.

In the trump suit it is generally advisable to put up the king, and always so when that card was turned up, or when queen was turned on the left. With king, jack only, play the former generally in all suits (except, of course, in trumps, if queen was turned on the right); if the original leader finesses on the second round, so much the worse for him.

Example.—Second hand, ♠ K, Q, 10, 4; ♡ A, Q, J, 9, 8; ♣ 9, 4; ♢ K, 3.

With such a hand king should be played on a small Diamond led, in order to establish the Hearts without delay. The play would indicate trump strength and direct partner's action. If the low card was played and the trick fell to the fourth hand, he would almost surely open the Clubs.

Example.—Second hand, ♠ 10, 8, 7, 4; ♡ 10, 9, 7, 4; ♣ J, 6, 2; ♢ K, 3.

In this case the lead would be a positive detriment, and might even prove more harmful than the loss of the king.

The early writers were almost unanimous in the opinion that queen should never be played second hand when held with one other. We have seen that a supporting card, or a 10 or 9 led from strength, should be covered, but the modern practice of good players is hardly ever to put the queen upon a low card. In trumps the queen should be played if ace or king was turned on the right.

The play of the singly guarded jack is of much less importance than that of the higher honors. It should always be put upon a 10 or 9, but not generally upon any lower

card. As far as trick-taking is concerned, it is practically a matter of indifference whether a small card is covered by jack or not, a gain being probable only when the lead is from the major tenace, and the king, with two or more, lie with partner. On the other hand, the play of jack to the first trick is very likely to betray the utter defenselessness of the second hand, and enable the original leader to finesse deeply against him on the return of the suit.

The rules and suggestions advanced in this chapter are susceptible of modification, in order to meet the peculiar conditions of varying systems, but if the student has thoroughly mastered the principles upon which they are based, he will have no difficulty in adjusting his game to altered circumstances. This flexibility of action must be derived from experience and a knowledge of the methods of adversaries.

To illustrate: in the system of American Leads, the 9 is led only from suits including ace, queen (or jack), 10 and 9. Knowing the leader to be practicing those leads, second hand can cover the 9 from king and one other with absolute safety. And so, as a low card led in the same system is always the fourth best of the suit, the second hand can often read the holding sufficiently closely to take the trick with his second or third best card. Second hand should generally put up king singly guarded when playing after a leader who is known to lead low from suits of ace and four others.

Some players use jack, 10, 9 exclusively as supporting cards. In case of 9, let us say, led by such a one, second hand would often do well to cover with ace from a two-

card suit, and return the small one, with a view to giving his partner a finesse against the original leader.

Second hand may effect a call for trumps in the usual manner, but in this position it is better to refrain from making the signal, unless the hand is sufficiently strong to cope with any development which may arise. On general principles, it is inadvisable to declare your strength at a time when the adversaries may be able to take immediate advantage of the information, but the objection rests on broader grounds. The most important general and particular inferences may be drawn from the play of second hand. It is, however, the most difficult to read of any at the table and the most susceptible to misconstruction, hence the advisability of making it as simple and unequivocal as possible.

The higher strategy of the game affords scope for brilliant play on the part of second hand, in situations where experience and familiarity with the principles of Whist must be the sole guides. Such are the occasions for judicious finesse, for unblocking to partner's revealed strength in a suit opened by an opponent; defense against underplay and the rest.

The character of second hand's holding will sometimes give him an indication of that of the leader, and so enable him to husband his strength whilst playing for the trick.

There are but three combinations in plain suits from which the 9 is led regularly, viz., ace, queen, 10, 9; ace, jack, 10, 9, and king, jack, 10, 9. Second hand—or any other player, for that matter—holding any two high cards, can

With any four cards higher than a 7 led, second hand may similarly cover, for there are but seven better than that card, and the leader, if he has opened a four-card suit, must hold three of them. So with five higher than the 6, or six higher than the 5, second hand has a sure guide to play.

When either of these cards is led from a suit of five or more, the leader must have *at least* three higher, but he may hold a greater number.

Finesse.

Example.—South holds ♤ Q, 7, 4. ♡ A. ♧ A, 10, 9, 8, 6, 3. ♢ 7, 6, 4. He opens with ♧ 3; West plays 4; North K; East 2. Three rounds of trumps follow, the third falling to East, who continues with a Heart, reëntering South. There are four Clubs outstanding and the odds are in favor of one of the adversaries having a guarded honor, which, if South leads his A, will probably take the third round or force North, in either case precluding the possibility of bringing in the long Club. North has not the ♧ Q, but may have the J, and West, if he holds the former with a small one, will pass the 6, under the impression that the A is behind him, when if North can lead the suit again, his partner will make all his cards of it. South risks the loss of one trick for the prospective gain of three.

SECOND HAND may find occasion to finesse in an adversary's suit, or in his own when led through him.

Example.—South opens with a low Club; West, with A, Q, J, 6, 4, finesses the J, holding the A over the probable K in the leader's hand.

THE FINESSE BY TRIAL is practicable in the second hand, when the first round of the right hand adversary's suit has left the position of but one honor in doubt, and the suit is continued by the original leader.

Ex.—South leads ♧ 3; West plays 5; North, Q; East 2.

Again South leads 7, and West, holding Ace and 8, plays the latter on the chance that East has the Jack, which North has denied, and South the King. (Vide Deal 11, Tr. 9, p. 161.)

A similar play, which, however, is not a finesse, be-

cause it entails no risk of the trick falling to an intermediate card, is as follows:

Ex.—South leads ♧ 2; West plays 5; North, J; East, Q.

South again leads 4, West having Ace and 10, puts in the latter with the assurance of holding the trick, for North cannot have the King unless he has made a very injudicious finesse upon the first round.

Finessing an honor upon an honor is an error frequently committed by inexperienced players. The futility of the play is easily demonstrated.

Example.—South leads ♧ J; West holds A, Q, 6, 4. He should play the A. The K must be with North, or East, and West had better pass the trick, relying upon his partner's even chances of taking it, than cover with the Q, which can gain nothing under any circumstances.

Even from ace, queen, 10, it can profit nothing to put the queen on jack. The best way of playing for two tricks in the suit is to cover with ace and lead queen. In trumps, and late in hand from all suits, holding ace, queen, 9, the queen may be played on jack, with a view to securing tenace over the 10. (Cf. Critical Ending No. 1.)

To the THIRD HAND there is but one finesse permissible in his partner's suit; that is, the queen from the major tenace in suits of fewer than five. (For third hand play of the major tenace in trumps, vide p. 255.)

Any supporting card (that is, any high card at the head of a weak suit) led should be finessed by third hand, unless he can cover and remain with strength sufficient to obstruct the establishment by an adverse hand, provided that he is

not anxious to secure the lead for the purpose of opening trumps or forcing his partner.

The following general rules may be accepted as applying to ordinary situations:

With but one honor in hand, or with the major, minor, or potential (ace, jack) tenace pass any court card led, and generally 10 or 9.

With any two honors in sequence, cover, unless the card led is in sequence with the honors held.

If second hand covers a supporting card, third hand should not play higher, unless he can remain with second best, and having but one honor, other than the ace, he should not attempt to take the trick under such circumstances. (It will often be wise to leave the trick with the right hand adversary rather than play the ace and abandon the suit to the other side.)

An examination of the possible positions will reveal the philosophy of the foregoing maxims.

It goes without saying that third hand must finesse against the previously revealed weakness of the last player. The play of a card other than the best is in such a situation, often of a compulsory nature, and cannot, properly speaking, be called a finesse, when there is no danger of the trick falling to the last player unless he ruffs it.

Example.—Clubs distributed thus: North, A, J, 9, 6. East, 10, 5, 4. South, Q, 3. West, K, 8, 7, 2. West leads the 2; North plays 6; East, 10; South, Q. South returns 3; West follows with 7; North, *knowing* that East had no better than 10, plays the 9.

Example.—North from ♣ Q, 10, 7, 6, leads the 6; East plays the 4; South, K; West, 2. South returns 5; West follows with 3. North knows that the A must be with East, but he is uncertain as to the location of the J. If that card be also to his left, it matters not which of his high cards North plays, but should West hold the J, the finesse of the 10 will draw the A and leave North with the command. (Vide Deal 13 Tr. 4, p. 169.)

HOLDING UP.

The Hold Up, sometimes erroneously termed a finesse, consists in allowing a trick to go to the adversaries *uncontested*, whilst holding a card which could have taken it. The ruse may be practiced in any position at the table. The leader may hold up the master card of a suit in which he knows his partner has no winner, and play a losing card for the purpose of throwing the lead. A player may refuse to take a trick in his own or his adversary's suit, retaining the command with a view to reëntry in a later trick, or with the intention of blocking the suit. (Vide Deal 13, Tr. 9, p. 169.)

Example.—At the eleventh trick, trumps are out and each player has three Clubs. North leads the J; East covering with the Q. South, from A, 10, 5, plays the smallest and holds up the A as the best way of making two tricks. An examination of the possible positions of the remaining cards will satisfy the student that the play entails no chance of loss.

Situations similar to the above are frequently overlooked in the course of play.

Example.—West has ♧ J, 10, 8, 3; North is devoid of the suit; East holds 5, 2, and South, A, 6. West has no reëntry outside of his suit and the last trump is with East, the latter leads a Club. If South holds up the A and takes the next round, he prevents West from making his two long cards, for East will have no Club to lead when he next gets in.

Third hand may have occasion to hold up in a trick which has been opened with a supporting card, and covered by second hand, or upon the return of his own suit, when the fall of the cards has indicated that the balance of strength is adverse.

The most common method of holding up by fourth hand is termed the Bath Coup. (See Critical Endings 23, 24, 34.)

Example.—South leads ♧ K; West plays the 4; North the 3, and East, holding A, J and 6, puts in the small card, and remains with the major tenace against the leader. The latter may be induced to lead trumps on the supposition that his suit is established, consequently the ruse should never be practiced by a player who is not prepared to meet such a development. This stratagem should seldom be executed early in the deal.

The Bath Coup and its modifications may be effectively played in trumps, in which the occasions for holding up are more frequent than in plain suits.

The importance of securing the third round in trumps, which is generally the last, makes it advisable, as a rule, to hold up on the second trick, unless able to take the next

Discard.

The general principle of the discard is formulated in the following rule by Mathews (Maxim 79): "If weak in trumps, keep guard on your adversaries' suits. If strong, throw away from them."

The first part of the dictum is axiomatic. It is equivalent to an injunction to act upon the defensive when weak. Common sense, however, should govern its application. No guard can be kept on an unopened suit, of which one holds 8, 6, 2; nevertheless, rather than discard from such a holding, some players will cripple a good suit for the sake of making a conventional declaration.

The second half of the maxim is subject to considerable exception.

The point to be borne in mind is the *relative* strength (both in trumps and plain suits) of the contending hands; not merely who is leading trumps; nor who has at the moment the best trump; nor who extracts the last trump. When the strength approximates an even division, as will most frequently be the case; these facts are unreliable criteria. Each of them will, of course, carry weight in a calculation, but must be considered in connection with the concomitant conditions. The first discard of the hand is the most important. It is the most precise in its informative character, and will be read with greater confidence than later discards, which are not equally significant.

Considering the following simple cases in connection with the general rule, the reader will readily see that it is far from being universally applicable.

Example.—In each case suppose trumps to have been led three times by the opponents, necessitating a discard.

♤ 9, 7. ♡ K, Q, 3. ♧ 10, 8, 6, 3, 2. ♢ Q, J, 9.
♤ Q, 4. ♡ J, 7, 6, 2. ♧ 9, 8, 5. ♢ J, 5, 4, 3.

Both hands will call for the discard of a Club. In the former it is, indeed, numerically the best protected suit, but it is not the suit in which the holder has the most strength, nor is it the one he wishes to be led to him.

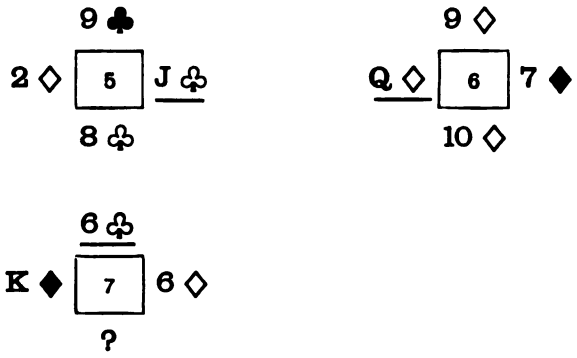
In the latter case the discard is the same as would be made if the partner, instead of the adversaries, was extracting the trumps, the reason being that the suit is worthless, and to remove a guard from either of the Jacks might result in loss.

It is discouraging and harmful to give a beginner a "rule," which in practice may produce more loss than gain. There is no conventional system which can insure an invariably directive discard. The best results will follow the practice of interpreting the fall as the outcome of the exercise of sound discretion on the part of the partner.

The situations in which the discard occurs may be divided into six principal classes, typical examples of which are afforded by the following illustrations.

I. WHEN THE BALANCE OF TRUMP STRENGTH IS WITH THE PARTNER, the discard should be from a worthless suit, if possible. An honor in an adverse suit should not in general be unguarded, except in cases of unusual strength in the combined hands, or unless such a proceeding is rendered advisable by the desire to give partner precise information. The latter portion of the rule only, requires illustration.

Example.—South holds the following hand: ♤ J, 9, 7, 2; ♡ Q, 10, 8, 5, 4; ♧ J, 5; ♢ J, 8.



COMMENT.

Trick 7.—What should be South's discard? His hand, and the foregoing play, were submitted to James Clay in 1870, who was of opinion that (knowing North to have the last trump) he should "without hesitation" unguard his Heart Jack. In this "Cavendish" concurred. It must be borne in mind, however, that the English Short Whist (5 up, with honors), which these authorities contemplated, is a very different game from Duplicate, as played in America. If South's Spades were established, to throw the Heart would undoubtedly be right; so also if, in playing to the score, it had become necessary for North and South to secure all the remaining tricks, when South would assume the necessary other Spades to be in North's hand.

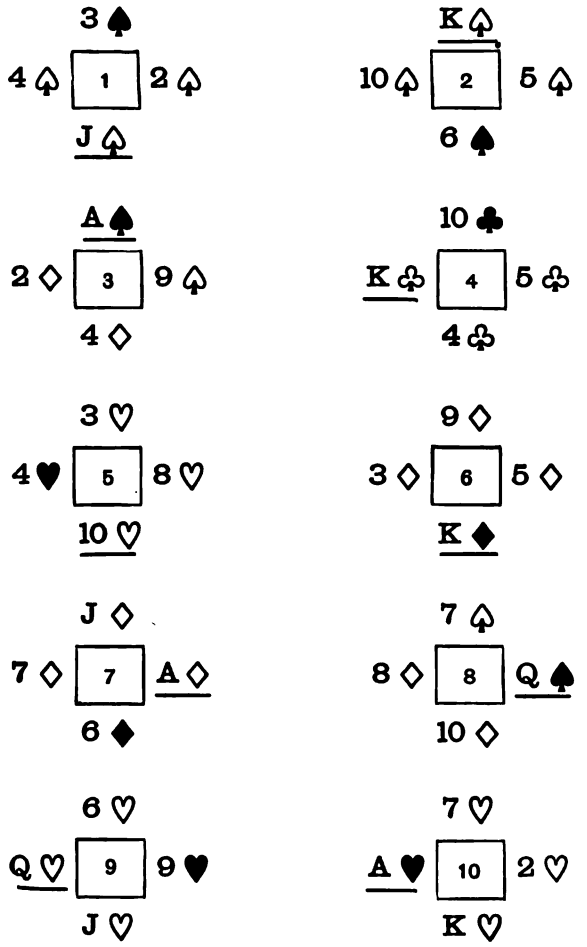
As the cards lie, if South discards Heart, North leads Spade Queen won by West, and East and West make three tricks in Hearts right away. Result—North and South six, East and West seven.

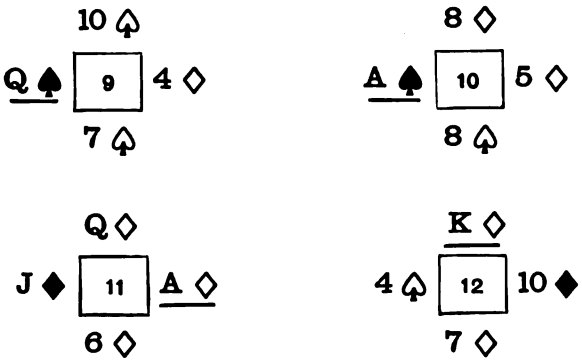
If he discards Spade 4 it ought not to deter North from still leading Spade Queen, as South's strength, if any, must be in that suit. In this case East and West win one trick only in Hearts. Result—North and South eight, East and West five, a gain of two tricks.

Interchange Queen and King of Spades and the same consequence ensues; on the other hand, if North should hold both Queen and King, or King while East has Queen, the Spade discard would lose one trick. Also, if Heart 3 and Spade 2 be transposed, the Heart discard loses one trick instead of two, and various other changes will influence the result.

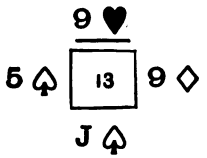
Trick 11.—If South discards Diamond Queen he leaves West with the best. East takes the last trick with Heart 8, and East and West win eight tricks.

The overplay, if South keeps his Clubs and Hearts guarded, and discards a Diamond at trick 3, will be as follows:





Tricks 11 *to* 13.—South's Jack effectually obstructs the further progress of the Spades, and North must make one Diamond and the thirteenth Heart.



East and West, nine.
North and South, four.

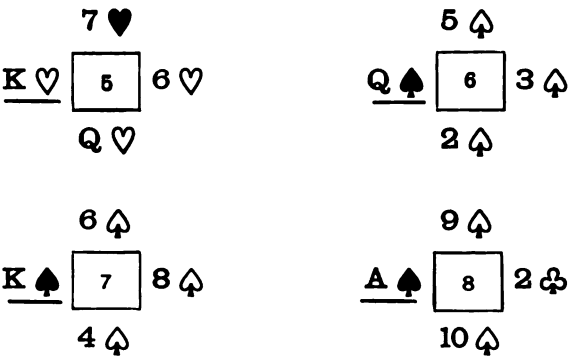
III. WHEN THE ULTIMATE COMMAND OF TRUMPS, OR THE GENERAL BALANCE OF STRENGTH IN THE AGGREGATE, IS DOUBTFUL.

The discard under such conditions often presents the most difficult problem, upon the correct solution of which may depend the outcome of a conflict between equal forces. Both sides must act with caution, and a discarding player upon either, will be slow to unguard an honor or to proclaim weakness. The following deal exemplifies the tactics best adapted to the situation in question.

COMMENT.

Trick 3.—By continuing the Diamonds, East will force the command, and, if North opened from four only, will probably get a new suit led to which West will be fourth player. There is no inducement to open the Clubs, which can hardly be good for more than a single trick. If East had led Diamond Queen, West's natural discard would be Club 9. Although West hopes to be able to bring in the Hearts (and may possibly make one trick less in the suit by throwing away from it), he recognizes that it will be worth at least that one trick if he can get North to lead up to his minor tenace, and that it would be foolish policy to proclaim to the enemy his most vulnerable spot.

Tricks 4 *and* 5.—It falls out as West had hoped.



Trick 8.—East keeps Heart 8, as he now sees that that must be his partner's suit, probably established.

Tricks 11 *to* 13.—East leads Diamond 8, on which West discards his losing Club, and the final tricks are won by the thirteenth trump and Heart 10.

Result—North and South, four; East and West, nine.

If West discards Club 9 at trick 3, and North leads Club Jack, East, on winning, will either lead the best Diamond, (South trumping in with the 10,) or open the Hearts. In the former case, North and South may well win seven tricks. In the latter, West will be quite justified in finessing the 10, which forces Ace; but South retains the Queen guarded, and his Club forces the 7 of trumps. This variation results in six tricks for North and South.

V. NOT THROWING AWAY LOSING CARDS.

It has been already remarked that worthless cards are frequently to be retained in hand for the sake of withholding information from the opponents. It may further be pointed out that by parting with a losing card you deprive yourself of the power of placing the lead in that suit, either with your partner or an adversary. The discards considered in this section generally occur late in hand. Take the following deal:

DEAL NO. 21.

Refraining from Discarding a Losing Card which may be Needed to Reënter Partner.

The Hands.

NORTH.	EAST.	SOUTH.	WEST.
♠ 7, 5, 4.	8, 6.	K, Q, J, 10, 2.	A, 9, 3.
♥ A, K.	8, 7, 4.	9, 6, 3, 2.	Q, J, 10, 5.
♣ 9, 8, 3, 2.	A, K, Q, 5.	10.	J, 7, 6, 4.
♦ A, Q, 10, 3.	K, 9, 7, 2.	J, 6, 5.	8, 4.

TRUMP, DIAMOND 2. LEADER SOUTH.

Trick 9.—South knows North to hold the best Heart (see trick 2) and the Queen of trumps. It is certain, therefore, that the Spades cannot all be of use. On the other hand, it may be important to be able to give North the lead in Hearts, that he may draw the losing trump. Hence South must discard an established Spade.

Trick 10.—West takes his best chance by leading South's suit, as North may hold one Spade only, or South may have made the mistake of throwing away all his Hearts. But it does not, in fact, matter how West plays.

Tricks 11 *to* 13.—South leads Heart 9, won by North, who leads Diamond Queen, then Spade 7.

North and South win the odd trick.

If South discards his Heart at trick 9, and West leads a Spade, East must make Diamond 9, and East and West win the odd. The point is simple, but is often disregarded in actual play.

For an analogous instance of throwing away a winning card so as to be able to give partner the lead, see Critical Ending, No. 37.

The following deal affords another warning against foolishly throwing away a losing card.

DEAL NO. 22.

Refusing to Blank an Ace—An Unwise Discard of a Loser.

DEAL NO. 25.

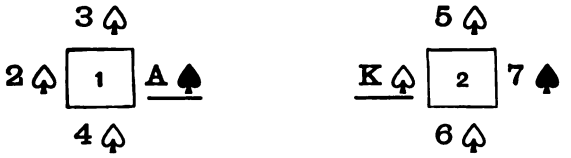
The Reverse Discard to Denote Strength.

The Hands.

NORTH.	EAST	SOUTH.	WEST.
♠ J, 5, 3.	A, Q, 9, 8, 7.	6, 4.	K, 10, 2.
♥ A, Q, 9, 8, 7.	K, 10, 5, 4, 3.	6.	J, 2.
♣ Q, 9, 2.	10.	K, J, 8, 4, 3.	A, 7, 6, 5.
♦ 6, 3.	A, 8.	K, Q, 10, 9, 5.	J, 7, 4, 2.

TRUMP, HEART 7. LEADER, EAST.

The Play.



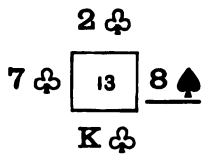
COMMENT.

Trick 1.—With five trumps and an ace reëntry in hand, the low opening would probably have been better, but the result is not affected by the lead.*

Trick 3.—West can read one adversary void, whilst the other must hold Queen or Jack. He deems it advisable to go on and clear the suit rather than open one of his long holdings haphazard.

Trick 4.—North commences a trump signal, which is justified by his strength, together with South's lead.

*The low lead from ace, five or more in suit, may be induced by unusual strength as well as by unusual weakness. Under all conditions, it is better calculated, than the lead of ace, to expedite establishment, the deterrent being the chance of the master card being trumped on a later round. When five trumps are held, the possibility of such an occurrence is minimized and most players will open low with such support. When a hand is otherwise weak the prospect, such as it is, of bringing in a long suit, headed by ace, often depends upon retaining the commanding card for reëntry, and consequently the suit should generally be broached with a low card, in such case, even at the risk of a trick.



East and West, eight.
North and South, five.

Vacillation in discarding is commonly a costly error. Two suits, either of which would have afforded effective protection, are both rendered innocuous, by the holder discarding first from one and then from the other until the honors stand deprived of their guards, helpless and harmless. In most cases it will be possible to estimate the number of discards the hand will be called upon to make, but when such is not the case it is better to select one suit and stick to it, than to exceed the limits of safety in two.

Ex.—South holds ♤ 8; ♡ K, Q, J, 9, 6; ♣ Q, 10, 7, 6; ♢ Q, 8, 4.

North opens with Spade Jack, which holds the trick, showing the quart major. Since South has but one trump it will probably take two more rounds, and perhaps three, to exhaust the adversaries.

South should discard from the Diamonds and continue to throw from that suit as long as North leads trumps. Some players would throw first a Diamond and then a Club, with the idea of retaining some strength in both, and of directing partner absolutely to the Hearts as the strong suit. The result of such a course would be to reduce a suit of average strength to a weak one, and to leave the honor in the other without an adequate guard.

Example.—Suppose South to have to discard from the following hand under similar conditions: ♤ 8; ♡ K, Q, J, 9, 6; ♣ K, 10, 7, 6; ♢ K, 8, 4.

COMMENT.

Since South holds the Queen, the lead of Ace absolutely declares to him a suit of five with his partner, and there can be no more than four in the aggregate with the opponents. He begins to unblock on the first trick and pursues the process in the second, which marks the suit established with North and both adversaries void. Until West drops the 9, South could not place the Jack, which, otherwise, might have been with East; consequently he was neither justified in parting with the command nor in commencing a signal which could not have been masked. At trick 3, however, the known situation is different. North can be read with three long hearts and, notwithstanding his lack of Clubs, South is amply warranted by the conditions in calling for trumps. Of course he declines to break his holding by ruffing in a trick which his partner has an even chance of taking, but instead of doing so discards from the Hearts, one card of which is useless. He is careful to continue the unblocking-play by throwing the Queen, which has the additional advantage of emphasizing his desire for a trump lead. If the 3 were played to the trick and the Queen held up, two of North's winning Hearts might be shut out.

Whilst the discard of the master card will generally be in the process of unblocking or to show control, it may be necessitated by the rest of the cards being trumps. From a discarded second best it may be inferred that the player is unblocking or has no more of the suit, for he would not throw a guarded second best if the command was adverse. Before making an informative discard it will be well to consider whether the partner or the opposition is more likely to benefit by the knowledge imparted, and which will have the earliest opportunity to act upon it.

Before the deal is developed sufficiently to show where the preponderance of power lies, it may not be wise to proclaim complete control of a suit, as one would very properly do when it seemed probable that the partner could aid in bringing it in. The disadvantage of indiscriminate declarations of weakness has been pointed out and it may be accepted as a general proposition that information of strength is far less apt to result in loss.

When partner is too weak to influence the issue it is manifestly inadvisable to give information which can be of service only to the opponents. This is a strategic principle of general application.

In playing to partner's suit revealed by discard the rules for returning his lead from strength should be followed (vide After Leads. Leading to partner's intact strength, p. 120).

When obliged to lead an adversary's suit, the discard, especially when a conventional method is employed, will often direct one to a lead through strength on the left or up to weakness on the right.

The following diagram affords an exceedingly good illustration of an intelligent discard, by which three tricks were gained. The deal was played in the finals for the Faber Trophy of the New York State Whist Association, in Syracuse, November 18, 1899. Messrs. E. Leroy Smith and David Burke played the North and South hands, and those of East and West were played by Mrs. E. T. Baker and Mrs. Charles T. Harris respectively.

DEAL NO. 26.

Illustrating a Common Sense Discard.

The Hands.

NORTH	EAST.	SOUTH.	WEST.
♠ 8, 7, 5.	K, 4, 2.	A, Q, 10, 3.	J, 9, 6
♥ K, 9, 7.	J, 10, 4.	Q, 6, 5, 2.	A, 8, 3.
♣ 9, 3, 2.	8, 6.	10, 7, 5.	A, K, Q, J, 4.
♦ 7, 5, 4, 2.	K, 10, 9, 6, 3.	A, J.	Q, 8.

TRUMP, CLUBS DECLARED. LEADER, NORTH.

Trump Play.

and partner is more likely to be in the lead when the extraction is completed. The exception is in the case of the lone ace of trumps, which cannot entail the possibility of losing the lead.

Whilst bold, decisive, trump play is recommended when the conditions warrant, it is not to be supposed that rash speculative leads will result in anything but loss in the long run.

A rather more forward game than usual may be played to avoid a force on a four-trump holding, but when the hand has a particularly vulnerable point, such as a suit in which no protection is held, and there is no indication of the distribution, the trump lead is very risky.

Ex.—♤ K, Q, 9, 3; ♡ A, Q, J, 9, 6, 5; ♧ A; ♢ K, Q.

Here the Hearts are not established, but if the leader waits to put them in the condition of establishment he seriously hazards his chance of bringing in the suit, for it is highly probable that he will be forced before the trumps can be extracted.

Ex.—♤ K, Q, 9, 3; ♡ A Q, J, 9, 6, 5; ♧ A; ♢ 4, 2.

Here one suit is defenseless, and the trump opening would be better deferred until more light can be thrown upon the situation.

Leads from weak trump holdings should only be made to protect excessive plain suit strength, including all-round protection, or for the purpose of interrupting a cross-ruff.

A player sometimes holds a great suit with little or no protection in the others, and insufficient trumps to justify a lead from them. It may be dangerous to lead more than one round of the suit and the most informative and

high, and almost an even chance that North will hold the trick, and my long trumps minimize the risk of losing one of the honors as a result of holding them up. If West takes the trick, he will continue with a Diamond, which North may take, but which will probably force me; even so, I shall have ascertained how the suit lies, and if my partner exhibits strength in it, shall be strong enough to lead after the force. If East gets into the lead he will return his partner's suit, for he can have no better play; this will give an opportunity to discard a small Club, showing trump strength, on a trick which my partner has a considerable prospect of winning." This is an illustration of reason versus rule. An experienced player would take less time to draw these deductions than it takes to read them. The student is advised to practice a similar process of reasoning in connection with other illustrations. The exercise will develop the perceptive faculties, and in less time than he would imagine possible, he will be able to reach like conclusions with rapidity and precision.

Apart from an inference deduced from a knowledge of partner's holding, that a trump lead would be acceptable to him, intimations of that fact, more or less peremptory in their character, will be conveyed by his play.

When a player fails to ruff an adverse *winning* card, it is an almost certain indication that he wishes trumps led to him.

Example.—North opens with the ♢ A; East discards the ♡ 6, and the other players follow suit.

East's passing the trick denotes that he holds four or five trumps, or perhaps a weak suit, including two or three

hold three trumps than four or more, and will thus be able to specify his exact holding in a greater number of cases. From the Tables of Probabilities the following results are obtainable.

THIRD HAND HOLDS	LEAD FROM FOUR.	LEAD FROM FIVE.	LEAD FROM SIX.
Fewer than three.....	353	456	571 times.
Three exactly	311	306	278 "
More than three.....	336	238	151 "
	In 1000	1000	1000 "

The tables in question do not allow for a turned trump. Assuming that the eldest hand is leading trumps, and taking into account a trump turned by the dealer, the above figures require to be modified as follows:

THIRD HAND HOLDS	LEAD FROM FOUR.	LEAD FROM FIVE.	LEAD FROM SIX.
Fewer than three.....	432	549	672 times.
Three exactly	311	287	238 "
More than three.....	257	164	90 "
	In 1000	1000	1000 "

The real point at issue, however, is not how often a player may echo, but which form of echo conveys the more valuable information. The earlier system of three echo to show three or more has in one respect an advantage over that showing three exactly. In the former case the play of lowest on the first round gives definite in-

Second Hand Play in Trumps may be more backward than in lay suits for the same reason that actuates the leader in holding back his high cards, that is, a desire to retain the command; with a weak holding, however, second hand should generally cover. If the lead is from strength the majority of high cards are likely to be to his right, and he may save one to his partner's hand; if it is from weakness, he frustrates the leader's purpose of giving his partner a finesse.

The rules for covering in plain suits apply in general to trumps, consistently with the consideration that the latter suit cannot be ruffed.

Honors, once guarded *in trumps*, stand a better chance of making by being put in second hand on the first trick, but the play of them under such conditions is apt to reveal the weakness of the hand.

Occasions will occur when an opponent's lead of trumps is to the advantage of second hand, and under such circumstances it should never be interrupted. This admonition may appear to be superfluous, but it is a fact that a great many players, and particularly beginners, fail to make allowance for opponent's errors of judgment, but take it for granted that the line of action adopted must be the most favorable for the aggressive party, and one which in consequence should be thwarted. The reverse is very often the case.

An effective and disconcerting play is to allow an adversary to take out two or three rounds of trumps and then to play in, secure the trick and draw his last trump or force him, remaining with the last or master card of the suit.

DEAL NO. 33.

Illustrating Change of Tactics, from Trump Extraction to the Ruffing Game.

The Hands.

NORTH.	EAST.	SOUTH.	WEST.
♠ 8, 7.	10, 5, 3, 2.	A, K, Q, J, 9.	6, 4.
♥ J,9,8,6,5,2.	Q, 10, 7, 3.	A.	K, 4.
♣ A, 4.	J, 7, 3, 2.	9, 6, 5.	K, Q, 10, 8.
♦ K, 8, 6.	2.	J, 10, 5, 3.	A, Q, 9, 7, 4.

TRUMP, DIAMOND 2. LEADER, SOUTH.

COMMENT.

Trick 1.—South holds an established suit, four trumps and a reëntry; nevertheless, he properly shows his suit before going to trumps. Had South held reëntry in all the suits, or had the Spades numbered seven or more, or had he been in a position to take the second round of trumps, the original trump lead would have been advisable.

West commences a signal. This is always of doubtful expediency on an adversary's lead of a winning card, but particularly so with only two cards, so that the call cannot be masked.

Trick 2.—North is disinclined to return the trump. He infers from South's opening that his hand is defective in some respects. North has not the average strength which his partner probably counted upon for support; furthermore, North suspects West of having begun a signal, for there are three cards lower than the six to be accounted for. North decides to return the Spade and allow South to continue the trumps if he thinks fit to do so.

mistake a lead from a weak or average holding for an indication of preponderating strength in trumps.

When partner has been forced to trump an adverse winning card the advisability of administering another force to him must depend upon the concurrent circumstances and a consideration of what is known or inferred about the combined hands. In the first place, if a player ruffs or discards early in the deal, it is probable that he has more than ordinary trump strength, since he was short in one suit.

It may be advanced that if he wished to avoid another force he would have led trumps, but to do so might often be extremely bad play.

Example.—West, second hand, holds ♠ K, 10, 9, 7, 6; ♡ 8, 4; ♣ A, J, 9, 8, 6; ♢ 4. South leads the ♢ K, followed by A, forcing West, and the fall gives no indication of the position of the unplayed cards. West has no desire to be forced again whilst there is a chance of making the Clubs, but a trump lead from his hand would be the height of folly. He must continue with a Club. If he leads the Ace his partner should infer, without doubt, that he wishes to avoid further inroads on his trump suit, but if he leads a low card, East may surmise that West is endeavoring to put him in for the purpose of affording another opportunity to force.

When a player is short of an adversary's suit (which his partner has ruffed), but holds best, or second best guarded, in it, there can seldom be a gain by continuing it. On the other hand, when he holds considerable length, it may sometimes be established in his own hand by continu-

♤ 8; ♡ Q; ♧ 6; ♢ 7, 6. South, ♤ J, 10, 6, 4; ♧ J. West, ♧ 10; ♢ Q, 10, 9, 5.

Interchange Club 7 and 6 and South gains two tricks by passing.

The foregoing analysis of a comparatively simple case, shows that the question is not an easy one to decide. The judgment of the keenest players is often severely taxed in such situations. The student will find a careful study of the preceding positions (with the help of the actual cards) effective in clarifying his ideas on this point. (For additional examples of refusing to trump under different conditions, vide Critical Endings 13, 38, 39, 44 and 64.)

Having taken a force with five or more trumps it will generally be best to lead from them, if the combined hands contain anything worth playing for. If a plain suit is continued it will be difficult to intimate one's wishes with regard to a repetition of the force and the matter must be left largely to the partner's discretion. When a card is led which he is not expected to cover, he will naturally surmise that another force is to be avoided, but if a small card is played in a suit of which he is marked with the best, and particularly if an adversary's suit is returned, he would be justified in the inference that an opportunity to ruff again would be acceptable.

As a general rule, holding four or more trumps, a player should pass a doubtful trick; otherwise he should trump. The principal exceptions are when a weak trump suit of high cards, such as two or three honors or two honors and a smaller card, is held. Such a holding may be of the greatest assistance to the partner in attempting extraction and ordinarily should be retained for that purpose.

Trick 11.—Here West declines to overtrump, thereby gaining a trick.

Tricks 12 *and* 13 fall to West.

North and South, seven; East and West, six.

American Leads.

THE SYSTEM OF AMERICAN LEADS.

The American Leads are a development of the older leads, designed to enable a player to indicate with comparative precision the number of cards held in the suit led. The information thus secured by the partner facilitates his count of the cards and enables him to unblock systematically. Notwithstanding these considerable advantages, the adherents of the older leads maintain that in actual practice the latter system, which conveys more extensive information of the position of the high cards, and will generally show number by the time that knowledge can be turned to account, is equally as effective. They contend, with undoubted truth, that in many instances the revelations made by the player of the American Leads are of greater assistance to the adversaries than to the partner, and that the use of the latter system induces undue attention to detail which contracts the perspective and tends to a mechanical order of play.

If it were feasible to employ these ultra-informative leads only in hands of exceptional strength the chief objection to them would be obviated. An appreciation of this fact has led to the adoption by some players of a compound system in which number is proclaimed in trumps and the older leads made in the plain suits.

It is unquestionable that beginners, or moderate play-

It has been stated that several modifications of the American Leads have been suggested. Two of these—known as the Hamilton Leads—have met with wide acceptance in America, and are assumed to have been adopted in the exercises on inferences. They are designed to dispense with one of the queen openings (which have the objection of ambiguity) by leading the 10 from queen, jack, 10, etc., and the fourth best from king, jack, 10.

Trump Leads.

When the suit contains three or more honors, the lead is the same as in plain suits.

When the suit contains two honors and the 10, the lead is the same as in plain suits.*

When the suit consists of any seven or more cards, it is led from as in plain suits.

Otherwise the fourth best is regularly led, but in the trump suit, deviations from rule, owing to the situation, and the composition of the hand, are more frequent than in plain suits; and so the drop to the first trick will more often influence a divergence from the conventional follow, which is generally uniform with that in the lay suits.

Unblocking.

In connection with the American Leads a systematic method of unblocking is practiced. Although avoidance of obstructing partner's suit is the avowed chief object of the play, its greatest utility lies in declaring number. It is consequently necessary to follow the system uniformly, even

*In England a low card is led from A., K., 10, fewer than seven in suit, unless the combination includes the 9 when that card is opened with. The Jack is led from J., 10, 9, four or more. The latter is a very useful lead and has considerable vogue amongst American players.

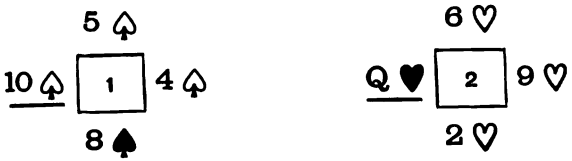
DEAL NO. 35.

American Leads; Second-hand Defensive Play; Unblocking.

The Hands.

NORTH.	EAST.	SOUTH.	WEST.
♠ 7, 6, 5.	4, 3.	Q, J, 9, 8, 2.	A, K, 10.
♥ K, 6.	A, 9, 7, 4.	3, 2.	Q, J, 10, 8, 5.
♣ A, 6, 5, 2.	K, J, 9, 8, 4.	10, 7.	Q, 3.
♦ Q, 10, 7, 4.	A, 9.	J, 6, 5, 2.	K, 8, 3.

TRUMP, CLUB 4. LEADER, SOUTH.

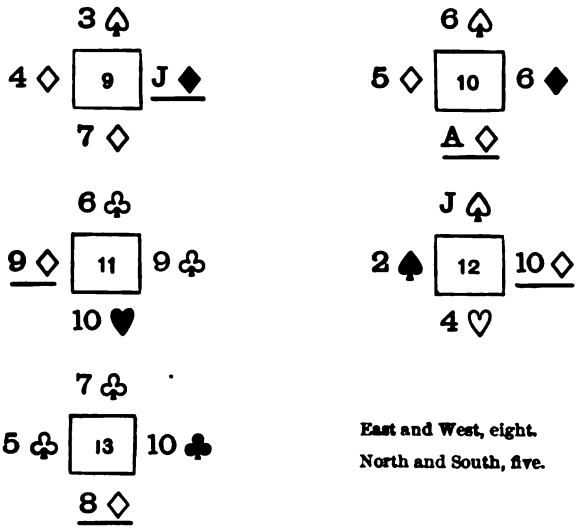


COMMENT.

Trick 1.—South leads the fourth best of his strong suit. By applying the "eleven rule" to that card, West ascertains that he holds all the high cards of the suit which are not in the leader's hand; consequently, he plays his lowest and retains the commanding cards.

The fact of the 10 holding the trick indicates that West must have two of the honors, which in connection with his trump strength and protection in Hearts and Diamonds decides East to commence a call.

Trick 2.—The presence of the King in his own hand informs North that the lead is from the Queen-10 combination and that the Ace is to his left, so he refrains from covering. East commences another signal in connection with the unblocking play by putting in the second best before the third best.



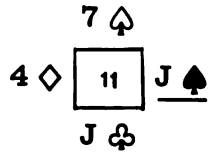
DEAL NO. 39.

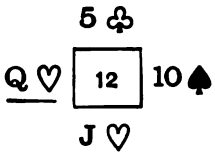
Leading an Adversely Established Suit. When not to Finesse Third Hand, with Ace and Queen only.

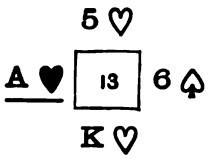
The Hands.

NORTH.	EAST.	SOUTH.	WEST.
♠ Q, 5, 4.	10, 6.	8, 7, 3, 2.	A, K, J, 9.
♥ K,10,9,6,3.	J, 8, 7, 2.	A, Q.	5, 4.
♣ 8, 7.	K, Q, J, 10.	9, 5, 2.	A, 6, 4, 3.
♦ A, 9, 5.	K, 3, 2.	J, 10, 8, 6.	Q, 7, 4.

SPADES DECLARED TRUMP. LEADER, SOUTH.







East and West, ten.
North and South, three.

Inferences from American Leads.

(Including the Hamilton Modifications.)

THE INFERENCES.

No. 1.

North's lead of Queen implies King and at least three small cards. North's card on the second round (the 4) shows that he led from five exactly. East's play of Jack shows no more. West, playing the 7, does not hold the 6. Therefore North remains with King, 6 and either 8 or 9; while West has the one card which North has not.

No. 2.

North remains with the Jack and 3 only, East with the 6 and 5; whether East or West holds the 9 is uncertain. That North led from not more than four cards is shown by the lead of the Queen on second round. East's return of a Spade proves that his 4 was not the beginning of a signal.

No. 3.

North's lead of Jack followed by King shows five exactly in suit; therefore the 8 is in West's hand, since East played 9 under the King. If North had held the 8 (as well as the 6 and 4) he would have followed the Jack with the Queen.

No. 4.

North holds King, Jack, 10, 5, 3; West holds the Queen single. The Queen cannot be in East's hand, or, having Queen and 8 only, he would have covered the 9.

King, 6, 5, 3 *only*, he would have retained the 3 to South's original lead of Queen. Hence he has the 9 also, and both opponents are void.

No. 10.

East has no more (see play of third hand on a 9 led, p.). West has Ace, 10 only (or would have opened with the Ace). Hence North has the 6 single.

No. 11.

North must have retained the 3, with four Hearts exactly, returning his highest card, the 8. He therefore holds the 6 also. West has the Queen single.

No. 12.

North knows that South has led from King, Queen, five at least in suit. By playing the Jack, with the Ace in hand, he announces that he also holds one small card, the 6. Both opponents are void.

No. 13.

North's lead of Queen on second round shows not more than four clubs. So that he remains with 10, 3 exactly. The 9 and 8 are both adverse, but cannot otherwise be located.

No. 14.

West has Queen, 9; North the Ace single; East no more. (West's passing the 8 is the "finesse obligatory.")

The Combination Game.

THE COMBINATION GAME.

Mathews and the players of his time practiced a game which was quite devoid of arbitrary conventions. The leads were simple contrivances for trick-taking and conveying information of strength by logical processes. Whilst the main efforts of good players were directed toward establishing and bringing in long suits, considerable freedom was exercised in the selection of openings and the hand was not infrequently broached with a short suit.

About 1860 the dicta of Pole and "Cavendish" began to exert a widespread influence over Whist players, and the theory of the uniform long suit opening was almost universally accepted by scientific players. The weak points of this restrictive method soon became apparent and led to the invention of numerous systems under the generic style of the Short Suit Game. These, for the most part, were almost as radical in the matter of short suit leads as the rival school in the opposite direction. Whilst none of these innovations had sufficient merit to assure permanency, the experiments in short suit play served to draw attention to certain important principles which had not previously received adequate consideration. The strategic features of tenace, finesse and the supporting card lead were demonstrated as never before, and attracted the attention of all classes of players. Comparative analysis disclosed the

most difficult game to play, and one which should not be attempted until a thorough mastery has been acquired of the principles of Whist.

The student who has a complete understanding of the long suit system, as expounded in the earlier portion of this book, is already master of the principles underlying the Combination Game, which differs but little from the former in essentials.

The distinguishing characteristics of the Combination system are:

1. Perfect freedom is allowed in the opening lead, which is governed by the composition of the hand.

2. Short suits are generally played from the top downward, both in leading and in following suit.

3. Apart from the leads, conventional practices are almost entirely eschewed.

THE FUNCTIONS OF SUITS.

The earliest writers upon the game of Whist evinced an appreciation of the advantages of establishment. Hoyle says: "When you lead begin with the best suit in your hand." Mathews declares that "cards being nearly equal, the point to which all the manoeuvres of good Whist players tend is to establish a long suit and to preserve the last trump to bring it into play and to frustrate the same play of the adversaries." It will be noticed that whilst recommending long suit tactics under favorable conditions, Mathews recognizes the necessary limitations of that method of play. The qualification "cards being nearly equal" is equivalent to saying "the distribution being normal." The original leader is not justified in crediting his

honors, it is decidedly unfitted for attacking play, and the leader's aim should be to make the opening which will least strengthen the adversaries and least impair his own power of resistance.

Ex.—♤ 8, 5, 4; ♡ J, 6, 4, 3; ♧ Q, J, 10; ♢ 8, 5, 4.

The partner's share of the outstanding honors in Hearts is one and the odds are 2 to 1 that it is not the Ace, so that there is not even a good prospect of one trick in the suit if it is opened, and the adversaries are more likely to benefit by the lead from it. On the other hand the Club Queen may be led without any possible advantage to the adversaries from tenace or position and without impairing the defensive capacity of the suit.

Unless a plain suit has more than average strength—counting four cards with one honor as the practical average—an original lead from it can be but tentative, and all short suit openings are of a similar character. The aggressive capacity of a short suit, no matter what its composition, is very limited. If the leader holds ace, king and queen only, the chances are 17 to 5 that an opponent has four or more of the suit. If the commanding cards were led out the suit would probably be established adversely. The argument does not, however, apply to a lower sequence, such as queen, jack, 10. In this case the commanding cards are outstanding, and if adverse will be forced out; whereas, in the former instance, the master cards would draw the lowest of the adversaries, enhancing the power of their holdings in proportion as it diminished that of the leader. The lead from the lower sequence, on the contrary, cannot reduce its relative effectiveness, nor can it cause any decrease in

is unsound. The question is when to adopt the one form of tactics and when the other.

The establishment and bringing in of a suit depend upon three factors which may be found in one hand or possessed by the partners jointly. (1) Strength in the suit itself. (2) Trump strength. (3) Reëntry strength. The minimum strength, which will justify the original leader in an attempt to bring in a suit, is five cards, including an honor and the 10, supported by at least one of the auxiliary factors. Proportionately to the deficiency of one of these, there should be an excess in the other. If the trumps are weak (that is, fewer than four with two honors or ace and 10), there should be two or more reëntries in the side suits; in the absence of plain suit reëntries the trumps should be fully up to the standard of strength. Aces and guarded kings are the only cards which may safely be relied upon for reëntry at the commencement of a deal, although as it progresses lower cards will be promoted to that capacity.

Briefly, it may be stated that when the strong suit—that is, one of five cards with an honor and 10 or better—is held in conjunction with either of the other two factors of strength, the conditions are favorable to long suit or aggressive tactics.

Ex.—♤ K, J, 9, 4; ♡ K, Q, 9, 8, 6; ♧ 6; ♢ 9, 8, 6.

Ex.—♤ 8, 7, 6; ♡ K, Q, 9, 8, 6; ♧ A, 5; ♢ A, Q, 2.

It must not be understood that no long suit opening is allowable except under the conditions detailed above. The best defensive lead may be from a suit supported by less auxiliary strength, but it will be merely tentative. A suit may be broached with another object in view than bringing

his partner had a hand which would be benefited by trump extraction.

The trump opening is almost invariably made from a split hand.

The combination player will lead trumps freely from short holdings when he is exceptionally strong in plain suits, and in general when his hand would be greatly benefited by extraction. His partner is expected to exercise his judgment in the matter of continuing the trumps, but such a lead unequivocally directs him to play a forward and aggressive game.

The preceding propositions are comparatively definite and not greatly at variance with ordinary long suit methods. We now come to an examination of hands which require more consideration to determine the proper treatment of them. Our purpose can be best accomplished through the medium of examples, which must serve as types; for the manner of opening hands according to combination tactics is not susceptible of regulation by rigid rules. The examples are purposely inserted without systematic arrangement, in the belief that contrast will tend to emphasize the principles involved.

Example.—♤ 8,7,6 ; ♡ K,Q,9,8,5 ; ♧ 7,4,2 ; ♢ J,9.

The Heart suit is strong enough but it has absolutely no support. The combination player would not deceive his partner by opening it, but would rather lead him a strengthening Diamond, warning him of weakness in that suit, and allowing him to take the direction of the subsequent play.

Example.—♤ 8,6,2 ; ♡ J,8,6,4,3 ; ♧ 9,7,5,3 ; ♢ 3.

Example.—♤ 7,4; ♡ Q,8,7,5,4; ♧ A,Q,5; ♢ J,10,9.

This hand falls short of the standard for long suit tactics. If the hand contained four trumps and but one Diamond, or if the King was substituted for one of the small Hearts, that suit might be played for. Under the present conditions the Diamond Jack would be led.

Example.—♤ K,10,9,7; ♡ 10,9,7,5,3; ♧ 9,8,5; ♢ J.

The Hearts are too weak to play for with no reëntry support. The best lead is the Club. The Diamond is objectionable, because it is undesirable to court a force upon four trumps which may prove the mainstay of partner at a later stage.

Example.—♤ 10,9,7; ♡ 10,9,7,5,3; ♧ 9,8,5,2; ♢ J.

In this case, however, the Diamond would be led, ruffing being the only use the trumps are likely to serve.

Example.—♤ K,7,2; ♡ A,Q,10,4; ♧ K,J,6; ♢ Q,J,10,

The hand has nearly sufficient strength to warrant a trump lead, but the Diamond is a better opening, entailing no risk and enabling the leader to hold back his tenaces in the other suits. A strong objection to the trump lead is that it would necessarily be with a low card, and so deceptive in character. In a game depending entirely upon natural inferences, as the Combination System does, it is imperatively necessary that the leader's partner should find things to be just what their purport is.

Example.—♤ K,J,7,2; ♡ A,Q,10,4,2; ♧ A,2; ♢ J,10.

The correct opening from this hand is undoubtedly a small Heart. The most common failing with combination players is that of placing too great an estimate on the advantages of tenace. The subject has had extensive consid-

est is too small to be finessed, is never led as an original opening. A low card may, however, be opened with, from fewer than three with a view to ruffing.

The queen is not led from short suits unless accompanied by the jack, and the lead of the latter, when accompanied by *two cards exclusive of the 10*, is discountenanced. In the case of these non-sequence suits the high card, which if retained might prove a stopper, when led deprives the suit of its defensive power and frequently aids the opposite side to establish it.

A strengthening card conveys the inference that a return of the suit is not desired; a low card led from fewer than three is understood to mean that the leader is weak in trumps and anxious to ruff. Neither of these deductions is rigidly drawn.

PLAIN SUIT LEADS.

Ace is led from any combination of five or more which does not include the king, and from ace, queen, jack, etc.

King is led from any combination which embraces the ace or queen.

NOTE.—The lead should be low from king-queen four only, unless the 10 is also held.

Queen is led from queen, jack, 10, etc., and as a supporting card from fewer than four *when accompanied by jack.*

Jack is led as a supporting card when single or with *one* lower, but seldom from three cards unless the 10 be one of them.*

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*Whilst some combination players adhere to the old leads *in toto*, many get along very well without a jack lead from strength, finding the great value of that card as an unmistakable strengthener of more account than the rather remote danger of partner blocking with the ace. Of course the follow will always direct his play in that respect. If the king, having been opened with from tierce four in suit, holds the trick, the continuation is low; if from five in suit, the follow is with jack.

4, the lower cards being marked elsewhere), he is clearly out and able to ruff. Combination players claim, with apparent truth, that the information thus acquired secures many more tricks than could be gained by the use of the trump call. As against the assertion that this is an arbitrary convention it is contended that the "down and out" manner of following with short suits is a legitimate extension of the method of leading such suits and of covering second hand with cards—such as 10 or 9—when their retention could do no good.

By some players this method of treating short suits is invariably practiced; others adopt it only when following to partner's lead from strength; others again, whilst uniformly playing "down and out" in partner's suit, do so in adverse suits only when it appears to be probable that the information conveyed will be of greatest service to the partner.

SECOND HAND.

The section on Second Hand play in the first part of the book, with a few additions, will apply to the Combination Game. The long suit rule to play high with any combination from which one would lead high is extended to short suits. Holding a supporting suit, second hand should cover a low card led.

Any lower cards would be covered from the following holdings: Queen, jack, 4; jack, 10, 2; 10, 7, 6; 10, 3; 9, 8, 2, and with the exception of the first two examples the suits would be played from the top down on high cards. In the following cases, however, a low card would not be covered: Queen, 7, 5; queen, 6; jack, 8, 3; nor would they be considered good strengthening leads.

supporting card leads in the Combination Game, however, necessitates some modifications in the matter of covering and unblocking.

PLAY ON A SUPPORTING CARD.

The effectiveness of a strengthening card depends upon the manner in which third hand treats it. Mathews advised that such a lead should be acted upon as if it had been made by an adversary; third hand was directed to finesse, to retain the command if possible, and to refrain from returning the suit.

It is presupposed that the only supporting cards led will be such as are noted in the summary of leads. The question of covering will be affected by the player's length in suit, strength in trumps, the position of the lead to the next trick, the state of the deal, etc. General rules only can be advanced and the player must trust to experience and a thorough knowledge of principles to guide him in particular situations.

QUEEN.

Third hand should almost invariably pass the queen. There may be rare occasions for overtaking the card, as when third hand holds ace, king, etc., and it is desirable to broach trumps without delay.

JACK.

This card is led only in support. Experience seems to prove that in such a game as the Combination System, the advantage of leading the jack from the quart major or tierce to king is more than offset by the benefit derived from absolute knowledge as to the character of the lead.

Example.—South leads A; West plays 2; North (from Q, 10, 3) the 3; East the 7. South continues with the 6; West plays the K. North can read the leader with J, 9, 8, and plays his Q.

The eleven rule may be applied to such cases, provided the ace is counted in. In the last example 6+ (ace, 7, king, 10, queen) 5=11; consequently North must have all the other cards higher than the 6.

LEAD OF KING.

Holding ace and one, the king should be passed by third hand. From ace, jack only, the ace should be played and the jack returned. With ace, jack and one, the lowest should be put on the first trick and the ace on the small card led on second round, unless second hand trumps, when jack should be played.

If king be followed by jack, third hand holding ace and two small, plays low to the first two tricks; but if the follow be 10—marking the leader with queen and jack—the ace is played to the second round, even though second hand trumps.*

The following example illustrates unblocking to the drop.

Example.—South leads K; West plays 8; North, holding J, 5, 3, plays his lowest; East follows with the 9. South continues with the A; West drops the 10. Now either West has the Q solus or it will fall to the current trick; therefore North throws the J and South's four cards, 7 high, are cleared.

*Unblocking in this situation may be modified to conform to the practice of the leader. Many players follow with low from tierce to king, four in suit and with jack only in suits of five or more.

LEAD OF QUEEN.

Holding ace or king and one, third hand passes the queen; if, however, second hand discards, the ace may be put upon the first trick. The play with ace or king and two small will depend upon the leader's continuation. If the second round is opened with the jack, third hand must hold off, but if the 10 is led he must unblock, subject to caution (2) supra.

If third hand holds ace, king and another and the leader can be depended upon not to lead queen from a short suit unless accompanied by the jack, the king should be put on. If the lead is from strength the suit is unblocked, and **if it is from queen-jack and another, nothing can be lost.**

THIRD HAND'S CONTINUATION.

When third hand takes the trick on his partner's low card opening, there are three courses open to him, and his decision will be influenced by the consideration that the leader has something more than a strong suit in his hand.

Under such circumstances the original third hand should (1) lead trumps, regardless of his holding, if he has protection in each of the unopened suits. Otherwise he should (2) return the lead, unless he can (3) substitute a suit of his own which is established or consists of at least five cards within one round of establishment, as ace, queen, jack, x. x., or king, queen, jack, x. x. When such a suit is held, accompanied by strength in trumps (that is, five, or four inclusive of two honors), the trump continuation will generally be advisable, although nothing may be held in the third plain suit.

DEAL NO. 44.

Defense against Supporting Card Lead.

The Hands.

NORTH.	EAST.	SOUTH.	WEST.
♠ Q, 9, 6, 5.	K, 8, 7, 4.	J, 10, 2.	A, 3.
♥ A, K, 8, 3.	Q, J, 6, 5, 2.	7, 4.	10, 9.
♣ K, 2.	A, Q, 7, 3.	10, 6, 5, 4.	J, 9, 8.
♦ K, J, 10.	None.	9, 8, 5, 4.	A, Q, 7, 6, 3, 2.

TRUMP, HEART 2. LEADER, SOUTH.

The Play.

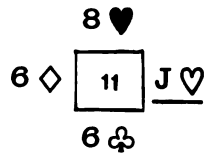
COMMENT.

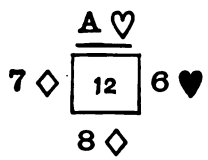
Both pairs played the Combination Game.

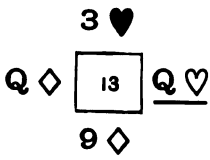
Trick 1.—The only rational opening from South's hand is the Spade Jack.

Trick 2.—As the trump signal is not used in the Combination Game, West can read South with the 2 unless North or East is playing a two-card suit down, which is improbable, so he continues the Spades with the double purpose of leading up to South's weakness and of securing a ruff.

Trick 3.—East can mark his partner void of Spades and evidently willing to trump them.







East and West, ten.
North and South, three.

NOTE.—At another table, where the first trick was the same as above, West continued with his Diamonds, and East completed a signal on the second round. East and West made no more than the odd.

DEAL NO. 45.

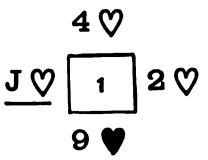
Short Trump Opening.

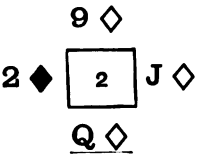
The Hands.

NORTH.	EAST.	SOUTH.	WEST.
♠ 10, 5.	Q, 9, 8, 2.	K, J, 6.	A, 7, 4, 3.
♥ A, K, 7, 4.	Q, 10, 8, 2.	9, 5.	J, 6, 3.
♣ K, 8, 5, 4.	7, 6, 3, 2.	Q, J, 10, 9.	A.
♦ 9, 7, 3.	J.	A, Q, 10, 4.	K, 8, 6, 5, 2.

TRUMP, HEART QUEEN. LEADER, SOUTH.

The Play.





Probabilities.

BY

W. H. WHITFELD, M.A. Cantab.

of the suit unplayed, the chance of the player holding the ace is three-twelfths. Three points should have been observed by the writer. Firstly, the three cards left in the leader's hand are the three best selected out of the four held originally. Secondly, the player very likely has two or even three suits of four cards in his hand, and the suit selected to be led from is the best. Thirdly, since the ace might form part of a combination from which a high card would be led, the fact that a small card was led renders it the more probable that the player has not the ace. Of these three reasons for modifying the probability the last was the only one mentioned by the writer referred to. The only accurate way of working the question would be to take the number of cases in which the player holds four of the suit and to cut out all those cases in which he would select another suit, and also those cases in which he would lead a high card of the suit.

In working out the above question in probabilities when doubt exists, whether the player would lead the suit or not, as for instance when he has two suits of exactly equal value, it is clear that it ought to be considered that in half the cases the suit would be led and in half the cases not. This point is of very little importance in the above case but there are questions in which it becomes of paramount importance, as in the following question:

A player holds ace, jack, 10 of a suit; his partner leads the suit to him, by his lead showing that he holds nothing in the suit. The player finesses the 10 which is taken, fourth hand, by the queen. It is required to find the probability that the next finesse of the jack will succeed. The probability is different according to the class of player who

TABLES OF PROBABILITIES.

"Calculation," says Mathews, "teaches you to plan your game, and lead originally to advantage." Knowledge of the mathematics of the game is also of great value in deciding the tactics of later stages of the deal, particularly in trump play and the various forms of finesse.

Familiarity with the more important probabilities is essential to good judgment and intelligent play. One frequently sees players "taking chances" without the slightest idea of the odds against them. For the most part, the necessity for calculation is obviated by the tried rules of the text-books, but situations will occasionally arise in which the correct play must depend upon a consideration of the mathematical probabilities, and in such circumstances the student who has familiarized himself with the subjoining tables will derive an intellectual enjoyment from the exercise of his knowledge, together with the advantage of avoiding haphazard play.

It has been supposed throughout that the trump suit is either declared, or cut from the still pack, in which case the figures are equally applicable to all four suits. In Dr. Pole's *Philosophy of Whist* (p. 141) will be found a table giving the number of times in 2,000 deals that every ordi-

Table 4.

IF I HOLD IN A SUIT	PARTNER WILL HOLD		AN OPPONENT WILL HOLD	
	FOUR OR MORE	FIVE OR MORE	FOUR OR MORE	FIVE OR MORE
One.....	6374	3518	9396	6540
Two.....	5422	2616	8755	5077
Three.....	4402	1812	7735	3598
Four.....	3366	1146	6331	2293
Five.....	2379	642	4676	1284
Six.....	1511	302	3021	604

Times in 10,000 deals.

These figures are of use and of significance in estimating the advantage likely to be gained, and the risks likely to be incurred, in opening the hand from a short suit. It is, perhaps, hardly necessary to point out that when it is said that a strengthening card is twice as likely to strengthen an opponent as your partner, it is not meant that it is twice as likely an opponent will hold four or more as that partner will hold four or more. Observe, however, that in the case of five or more the figures do approximate to that ratio, less so if the lead be a singleton than if from two or more.

A PRACTICAL APPLICATION.

As an example of the use of the foregoing tables, we will analyze the following question:

South holds ace and three small cards of a suit which East opens originally with a small card (the 10 or lower). South plays low; West follows suit. What is the risk that South's ace will be trumped by West next round?

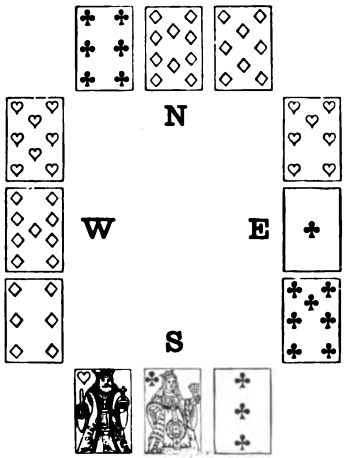
CRITICAL ENDINGS.

It is frequently asserted that Double Dummy is so different from ordinary Whist as to be an almost useless study for those who aim at becoming good Whist players. This, we are convinced, is a great mistake. It is true that problems of, say, from ten to thirteen cards in each hand, are too complex to be of service in a game which demands rapidity both in conception and in execution. But easy positions, composed of but few cards, on the other hand, will be found invaluable in developing a quick grasp of the situation in Whist, as well as the capacity to take advantage of it to the fullest extent. Double Dummy is, in fact, the grammar of Whist. General rules are founded only upon full analysis of what would be the best play in all the various combinations in which the cards unknown may be disposed; there is no rule but must be broken under special circumstances, and a consideration of the most trick-winning play in particular cases is a necessary supplement to the calculation of how the cards in general will most probably lie.

A striking example may be cited, showing of what value the study of Double Dummy positions may prove to be.

In "Whist" for June, 1896, there appeared the following problem by Mr. W. H. Whitfeld:

required number of tricks. In playing to the score (which has been said to afford the fine player the greatest opportunities for the exercise of his skill), positions must often be assumed as real, even when not known to be so. And it has further to be noted that the principles illustrated by an arrangement of exposed cards may be of frequent occurrence in a simpler form than that chosen in this work for the purpose of strengthening the perceptive faculty. Take the following simple case:



Clubs trumps. North can place the trumps as to number, and knows East to have a losing Heart.

South leads Heart King; North should trump with Club 6, and lead Diamond. If South has Ace and 7 of trumps, or Queen and 3, the play wins a trick. If not, it makes no difference.

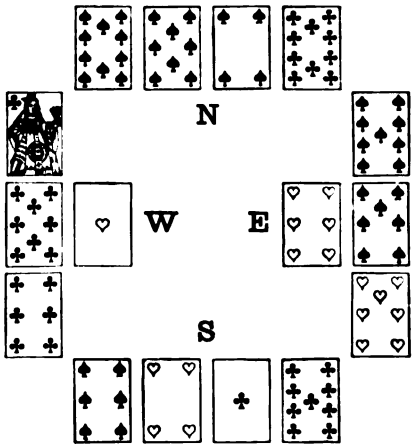
Position No. 55 exhibits the same principle in a more complex form. Here the trumps have never been opened

separately, is frequently the best, if not the only, play. It has been put forward that the "principal" use of trumps is to defend a long suit; but this cannot be their use to a side which has no suit worth defending. The trumps to be made separately may be either winning or losing ones; you may often ruff advantageously with the master trump, for partner's benefit, or you may ruff high (even on partner's winning card) to force a high trump from last player, or to prevent his making a smaller one. By leading a plain suit card through the best trump (no matter how many guards it may have), you may make certain of partner's winning with the second best, although single. To save your own losing trump, you may decline to trump (or to overtrump), when you may yourself be overtrumped. On the other hand, you may purposely sacrifice your own trump to help partner. A winning twelfth, or even a losing one, may be most efficacious in playing through second hand (strong in trumps) if your partner (third hand) is also void of the suit you lead; since he overtrumps or gets a discard.

3. "Placing the lead." This principle is of very wide application, and embraces many *coups* which have been otherwise classed. It includes:

(a) Discarding winning cards with which the lead may be injuriously given to you.

(b) Discarding a second or third best card which may obstruct the run of the suit.



Trumps all out. South to lead. North and South want three tricks.

Here it is obvious that East and West will win two tricks unless North discards the third best Club on South's lead of Heart 4. Position No. 30 would not be so obvious unless the above had been considered beforehand.

It may be necessary to get rid of more than one high or intermediate card.

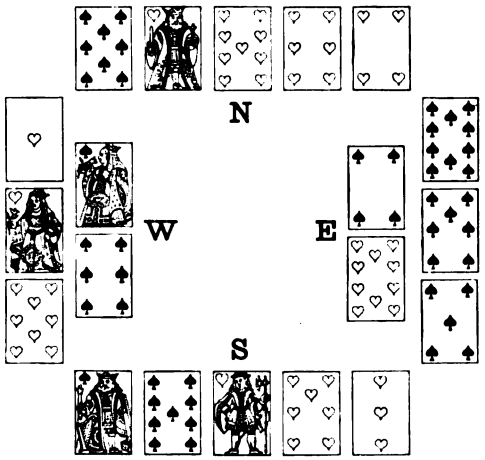
(c) Throwing a high card under another high card led. In trumps, this may take the form of undertrumping an adversary or your partner.

(d) Winning partner's trick to secure for yourself the lead when necessary. In trumps this may take the form of overtrumping partner, or of trumping partner's winning card; and may have for object to avoid the lead at a later trick.

(e) Refusing to win a trick, so as to leave the lead

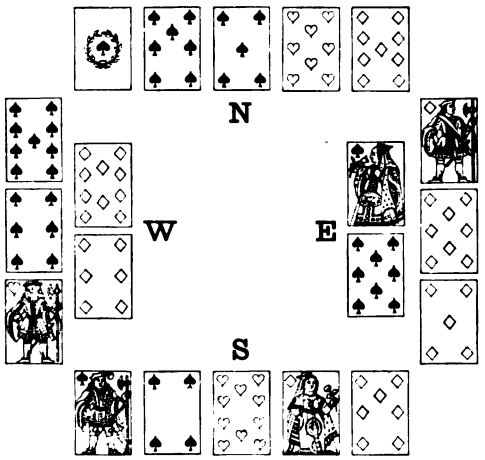
NOTE.—In each of the following seventy-five positions, South has the lead, and North and South are to win the specified number of tricks against any possible defense. Full advantage is to be taken of the known distribution of the cards.

No. 1.



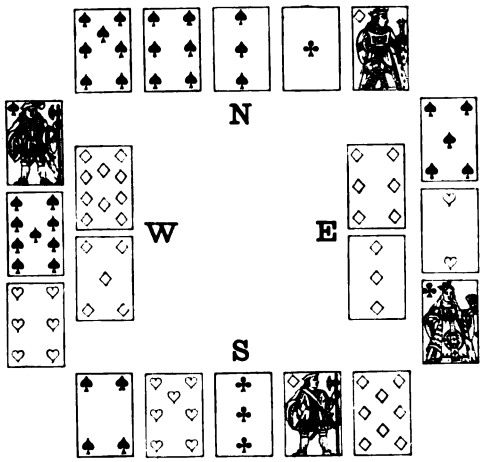
Clubs trumps. Three tricks.

No. 2.



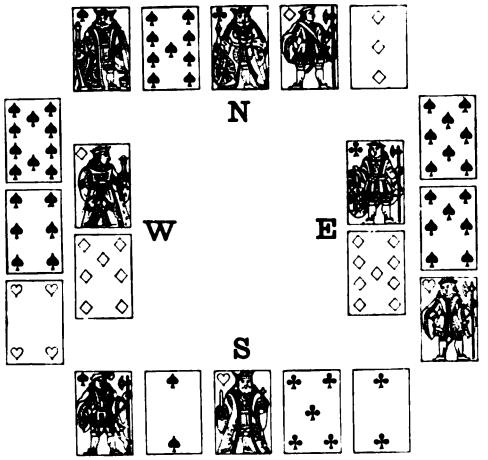
Clubs trumps. Three tricks.

No. 9.



Diamonds trumps. Four tricks.

No. 10.



Spades trumps. Five tricks.

No. 10.

Making winning trumps separately.

Trick 1.—South leads Heart King, on which North discards Club King.

Tricks 2 *to* 5.—In consequence, North and South win four more tricks by a cross-ruff, while East and West are forced to throw their trumps away.

No. 11.

Making trumps separately.

Trick 1.—South leads Heart 4, won by North with the 9.

Trick 2.—North leads Heart 3; South trumps with the Ace.

Tricks 3 *to* 5.—South leads Diamond 7, which East is compelled to win, and North must make his Queen of trumps.

No. 12.

Making winning and losing trumps separately.

Trick 1.—South leads Spade 8; West discards small Diamond (best); North discards Club Ace.

Trick 2.—South leads Club; West again discards Diamond; North trumps with the 6.

Tricks 3 *to* 5.—North leads Diamond Jack, then losing Diamond, trumped by South with the Jack, and North's Queen of trumps takes the last trick.

If West trumps at trick 1, North overtrumps, leads 6 of trumps, and North and South win the five tricks easily.

If West trumps at trick 2, North overtrumps, leads Diamond Jack, on which South discards Club; then 6 of trumps won by South, and Spade 2 takes the last trick.

No. 13.

Refusing to trump when you may be overtrumped, and have an advantageous discard.

Trick 1.—South leads Club Queen; North discards Heart.

Trick 2.—South leads Spade 10; North discards his second Heart.

Tricks 3 *to* 5.—North trumps a Heart with Diamond 6, and has the two best trumps remaining in hand.

No. 14.

Refusing to overtrump, when you will be again overtrumped, and have an advantageous discard.

Trick 1.—South leads Club Ace and wins.

Trick 2.—South leads Spade 9; West trumps; North discards Diamond 10.

Tricks 3 *to* 5.—Whatever West leads, North and South make their trumps separately.

No. 15.

Trumping a thirteener in order to force the strong opponent to overtrump. Compare No. 7.

Trick 1.—South leads Diamond, won by West.

Trick 2.—West leads Club 7; North discards Diamond; won by South.

Tricks 3 *to* 5.—South leads Diamond; West discards Club; North trumps, and whether East wins or passes, North and South make their three tricks.

No. 16.

Lead of a losing twelfth to force the second hand.

Trick 1.—South leads Spade 8; West trumps with the Queen (best); North discards Heart 6. (If he discards losing Club, West leads Diamond Ace, then Club 7, and Diamond 3 must win.)

Tricks 2 *to* 5.—West can only make Diamond Ace.

No. 17.

Lead of a winning twelfth through second hand trumps; not giving second hand an advantageous discard.

Trick 1.—South leads Diamond King, under which North throws the Jack.

Trick 2.—South leads Club 6; West discards Spade 5 (his best course, as it gives North the chance of throwing away the wrong card); North discards Diamond 8.

Trick 3.—South leads Diamond; West trumps with the 10; North overtrumps with the Jack.

Tricks 4 *and* 5.—North leads the losing trump, on which South discards Spade, and South's other Diamond wins the final.

Tricks 3 *to* 5.—South makes three Diamonds, or North three Clubs.

No. 35.

Refusing to overtrump; the value of a discard.

Trick 1.—South leads Spade Queen; North discards a Diamond.

Trick 2.—South leads Spade 9; West trumps; North discards his second Diamond.

Tricks 3 *to* 5.—Necessarily won by North.

No. 36.

Trick 1.—South leads trump, won by West; North discards Club King.

Trick 2.—West leads Club Queen and wins.

Tricks 3 *to* 5.—South must get in to draw the other trumps, and North makes a Heart.

No. 37.

Trick 1.—South leads Club 6, won by West; North discards Diamond 6.

Trick 2.—West leads Diamond; North plays the King; East trumps with the 9; South discards Heart King.

Tricks 3 *to* 5.—East leads Heart 2, won by North, and South makes both his trumps.

No. 38.

Trick 1.—South leads Club King; North throws the 10.

Tricks 2 *to* 5.—And East can make only the best trump and Heart King.

If North makes the mistake of playing Club 8 at trick 1, East discards Diamond 6, and, if the Club is continued, discards Diamand 10 (refusing to trump). Since North now has the lead, East must win the last three tricks.

No. 39.

Trick 1.—South leads Diamond Jack; West discards Heart Jack (best); North must then throw Club King.

Trick 2.—South leads Club 8, won by West with the Queen; North discards Spade Ace.

Tricks 3 *to* 5.—South must make both his Spades and Club Jack.

If, at trick 1, South leads Club 8, won by North, who at trick 2 leads Spade Ace, East refuses to trump, discarding his remaining Club.

If, at trick 1, West discards Club or Spade on Diamond Jack led, North may discard Heart 5, and North and South win more easily.

No. 40.

Trick 1.—South leads Diamond 7; North discards Spade 10.

Trick 2.—South leads Spade 6; West plays the King; North throws Spade Jack.

Tricks 3 *to* 5.—West leads Heart 10; North plays Heart 7; and, whether East wins or passes, North and South take the remaining tricks.

If, at trick 1, South leads Spade Ace, and (trick 2) follows with Spade 6, won by West with the King; then (trick 3) West leads Heart 10; North plays 7; East takes with the Queen (winning partner's trick), and West makes his losing trump.

No. 41.

Trick 1.—South leads Spade 5, trumped by North with the Jack.

Tricks 2 *and* 3.—Two rounds trumps. North discards Club 5.

Tricks 4 *and* 5.—South leads Diamond, and North must take one trick in the suit.

No. 42.

Lead of losing trump to bring in partner's suit.

Trick 1.—South leads Spade, trumped by North.

Trick 2.—North leads losing trump, won by East. (If North forces the best trump, North and South win three tricks only.)

Tricks 3 *to* 5.—North's reëntry in Clubs ensures the bringing in of South's Diamonds.

No. 43.

Trick 1.—South leads a Club; West plays 9; North the Jack.

Tricks 2 *to* 5.—North leads Jack, then 5 of trumps, won by East, and North must make Club King.

If, at trick 1, West plays Club Ace, he must continue with a Diamond, trumped by East (North discarding Club Jack), and the other tricks fall to North.

No. 44.

Trick 1.—South leads Spade 8; West plays 5; North the Queen.

Trick 2.—North leads Spade Ace; East discards Club (refusing to trump): South discards Diamond.

Tricks 3 *to* 5.—North leads 7 of trumps, won by East, and South must make Club 10.

No. 45.

Trick 1.—South leads Heart 6; North plays the Jack; won by East with the Queen.

Trick 2.—East leads Heart 5 (best); South trumps with one of his honors.

Trick 3.—South leads his small trump, won by North.

Tricks 4 *and* 5.—North leads the long Heart, South discarding Diamond, and the last trick falls to South's remaining trump.

If, at trick 2, East leads Club, South discards Diamond at once, and North and South make their four trumps separately.

No. 46.

Trick 1.—South leads Heart, trumped by North.

Trick 2.—North leads Club Ace and wins.

Trick 3.—North leads Club 4, trumped by South with the King.

Tricks 4 *to* 6.—South leads Spade 7, won by West, and North makes two Diamonds.

No. 47.

Placing the lead by making adversary overtrump.

Trick 1.—South leads Club 10; North discards small Diamond.

Trick 2.—South leads Diamond 4, won by North with the 9.

Trick 3.—North leads Diamond, trumped by South and overtrumped by West.

Tricks 4 *and* 5.—If West leads Spade 8, North plays the Jack; if not, the 5; and North and South must win one trick in the suit.

No. 48.

Refusing to overtrump, to avoid the lead.

Trick 1.—South leads Heart Ace; North discards Spade 5.

No. 52.

Trick 1.—South leads Diamond 10. If West passes, North discards small Spade; but if West trumps, North discards Club Ace. In the latter case, the rest of the play depends upon whether East discards a Club or a Spade.

No. 53.

Trick 1.—South leads a Club; North wins with the Ace.

Trick 2.—North leads 8 of trumps; South wins with the Queen.

Tricks 3 *to* 5.—South leads the last Club; East and West can only make their two trumps.

No. 54.

Trick 1.—South leads Spade 5. If West trumps or discards Heart, North discards Heart Jack; if West discards Diamond, North discards Diamond 2.

No. 55.

Trick 1.—South leads Heart King, trumped by North with small Club.

Trick 2.—North leads Diamond 10; South discards Spade Ace.

Tricks 3 *to* 5.—North leads Club 10; East covers with Jack; South plays Queen, won by West; North and South make Club 8 and King.

No. 56.

Trick 1.—South leads Club King; West trumps with 5.

Trick 2.—West leads Heart Ace; South throws King, and North and South win the remainder.

At trick 1, if South leads Heart King, West plays 5; if Heart 9, West plays Ace and returns Heart 5; if losing Club, East wins and returns Club, trumped by West with 5. In each case North and South win two tricks only.

No. 57.

Trick 1.—South leads Heart 6; West trumps with the King; North under-trumps with the Queen.

The slight variations arising from East's discarding otherwise at trick 2 will easily be followed. Generally, South discards the same suit as East.

No. 62.

Trick 1.—South leads Heart 4, won by North with the 10.

Trick 2.—North leads Jack of trumps; East discards Heart 8; South discards Heart Ace.

Tricks 3 *to* 5.—North leads Heart 2; South again discards from the same suit as East.

No. 63.

Trick 1.—South leads Spade 9; North discards Diamond Jack; won by East.

Tricks 2 *to* 5.—East leads Diamond 6 (best); North discards from the same suit as West.

No. 64.

Trick 1.—South leads Club; North discards Spade (refusing to trump).

Trick 2.—West leads Heart (best); South trumps.

Tricks 3 *to* 5.—South leads Club, trumped by North, forcing West either to unguard Spade 10 or throw away the winning Heart.

No. 65.

Trick 1.—South leads Diamond King; North discards Heart Jack.

Trick 2.—South leads Heart 8, North discarding small Club.

Tricks 3 *to* 5 are played according to the discards of East and West at trick 2. If East has discarded Diamond and West a Club, South leads Diamond 10, covered by West with Jack and trumped by North, and South makes Club Ace and Diamond 7. If East has discarded Club and West a Diamond, South leads Diamond 7, trumped by North, and wins trick 5 with the 10. If East and West both discard Club, South leads Club Ace; North trumps at trick 4, and wins trick 5 with Club 10. For East and West both to discard Diamond is equally fatal.

No. 70.

Forcing discards by giving two trumps for none.

Trick 1.—South leads 10 of trumps, forcing West to discard (*a*) Heart, (*b*) Spade, or (*c*) Club.

Tricks 2 *to* 5.—If (*a*), South leads Heart Jack, then Heart 7; and, on the latter card, North discards from the suit that West retains.

If (*b*) or (*c*), South at trick 2 leads Spade, won by North with Queen; and North, at trick 3, leads the suit of which West is then void. If that suit be Clubs, South discards small Spade. West's discard to trick 3 must give North and South the last two tricks.

No. 71.

Forcing a discard, combined with the throwing away of the best of a suit, to avoid the lead.

Trick 1.—South leads 5 of trumps; North discards Heart King. East cannot discard Spade, or North makes four Spades right off. East, therefore, discards (*a*) Heart Queen or (*b*) Diamond 9.

Tricks 2 *to* 5.—If (*a*), South leads Heart 7, North discarding small Spade. If (*b*), South leads Diamond 4.

No. 72.

Forcing a discard, combined with lead of losing trump; throwing away an intermediate card; and refusing to win.

Trick 1.—South leads Spade, on which North discards Diamond 10 (otherwise, at trick 2, East would lead Diamond 4, and East and West win three tricks). West discards Club 3.

Trick 2.—East leads a high Diamond; South passes; North discards Club 5.

Tricks 3 *to* 5.—East leads high Diamond; South wins. North discards from the suit which West retains.

No. 73.

Trick 1.—South leads trump; West discards Spade 8; North a Club; East a Diamond.

Whist Terms.

WHIST TERMS.

Abandoned Hand.—When a player throws his cards upon the table so that they are exposed, his hand is said to be "abandoned." *Vide* Laws of Whist, Sec. 20, Para. 1, and Sec. 27.

Adverse Lead.—The lead of a suit, the command of which is adversely held.

Adverse Trick.—A trick which up to the time a player is called upon to play to it, is held by an adversary, or one which it is known will ultimately be taken by an opposing hand. To illustrate: South leads a plain suit 6; West plays queen. The trick is "adverse" to North and South. North covers with king, knowing that East will trump. The suit remains "adverse."

"Albany Lead."—The original opening with a **Supporting Card** (q. v.) to indicate the holding of four trumps; so called because the Albany (N. Y.) Whist Club first adopted the play as a conventional practice.

American Leads.—A system designed mainly to indicate the number of cards held in the suit opened. *Vide* American Leads, p. 279 *et seq*,

Antepenultimate.—The fourth card of a suit of six, led to show number. The play was introduced by General Drayson in 1879. It differs from the "fourth-best" of American Leads in that the first was designed to show two cards lower and the latter three higher than the card led.

Arbitrary Convention.—*Vide* **Convention.**

"Ask."—A player is said to "ask" for trumps when he signals to have them led. The trump call is sometimes termed the "ask." *Vide* **Trump Signal.**

"Bath Coup."—This stratagem is a specimen of "hold-up." Second or fourth hand having ace, jack, etc., allows the leader's king to win, in the hope of gaining by the deception. *Vide* text, p. 168.

played is termed his "discard." *Vide* **Renounce** and text, p. 175 *et seq*,

Double Dummy.—*Vide* **Dummy.**

Doubtful Trick.—In its technical sense the phrase is generally restricted to situations in which, a losing card having been led, second hand is unable to tell to which of the last two players the trick will fall.

Dummy or **Dummy Whist** is the name applied to the game when engaged in by three players, one of whom has an exposed hand—which is also called "Dummy"—for a partner. **Double Dummy** is played by two persons, each with an exposed or dummy hand for partner; this is equivalent to laying all the cards face upward, hence playing the hands under the latter conditions by any number of players is termed "double dummy." **Double Dummy Problem.**—A proposition in whist which is worked out with the hands exposed. It may involve the entire pack or fewer cards (twenty or twenty-four being most commonly used), and is generally stated after the following manner: "North to lead and with South to take five tricks," or "South to lead. How many tricks can North and South make?" The best defense of the opposition is always presupposed.

Duplicate Whist.—Properly speaking the game in which the same pairs play and overplay the hands. (*Vide* **Rejoue.**) The term has, however, come to be applied comprehensively to all the various modifications of the original. In the matter of tactics "Duplicate" and Straight Whist do not differ greatly, but their laws vary, and the former game involves some mechanical details peculiar to itself. Each card is thrown close to the player, instead of to the center of the table; after being turned the cards of a hand are laid along the edge of the table in front of the player and at the close of the deal are gathered together and placed in a pocket of the **Tray** (q. v.) corresponding with the player's **Position** (q. v.). Thus the hands are kept separate and in the same relative positions. At Duplicate proper, for **Rejoue,** the boards are turned before the **Overplay** (q. v.), so as to throw the original North and South hands to the East and West players and *vice versa*. **Compass Whist.** This is the most popular form of Duplicate and the simplest when more than one table is engaged. The players are paired in equal numbers sitting North and South and East and West. There is no overplay. A certain number of boards are played at each table, after which the N. and S. pairs

Memory Duplicate, or Mnemonic Whist, is so-called because memory is generally an important factor in the overplay. It is the oldest form of Duplicate Whist. The original hands are replayed by the same players, each pair taking in the overplay the cards previously handled by their opponents. *Vide* **Duplicate Whist.**

Minor Tenace.—The king and jack of an unopened suit, and the second- and fourth-best cards in play of any suit when held by one hand.

Misdeal.—*Vide* **Laws of Whist,** Secs. 43 to 51, inclusive.

Modified Whist.—A name recently applied to the Combination Game. *Vide* text, p. 321 *et seq.*

Number-showing Leads.—The American Leads. *Vide* text p. 279 *et seq,*

Odd Trick.—In Straight Whist the thirteenth of a deal in which each side has secured six of the previous tricks; sometimes called the "odd card" or the "odd."

Old Leads.—A system whose chief characteristic is the precision with which the leader is enabled to indicate his holding of high cards.

Ace is led from A, Q, J, etc., and A, * * * * etc.

King is led from any combination which includes either ace or queen, with the exception of K, Q, J, * * etc.

Queen is led from Q, J, 10, etc.

Jack is led from K, Q, J, * * etc.

10 is led from K, J, 10, etc.

9 is led from A, Q, 10, 9, * and A, J, 10, 9, *.

All other combinations are opened with the lowest card.

Opening.—The first player "opens" the deal when he makes the "opening" lead; the card played is termed his "opening;" the player who first broaches a suit is said to "open it."

Original Lead.—The first lead in a deal; the first lead made by any player out of his hand.

Out.—Cards which have been played are said to be "out" or "out of play."

Overplay.—The replay of a duplicate deal in which each pair plays the hands held by their opponents in the original play.

Overtrumping.—Playing a trump higher than one which has already been played to a trick opened with a plain suit. *Vide* text, p. 272 *et seq,*

Rotary Discard.—One of the least sound and practicable of the many arbitrary conventions which have been added to the game in the endeavor to convey exact and detailed information. According to the "rotary" system the suits are given an arbitrary order at the option of the player, and the discard from one indicates strength in the next.

Round.—Synonymous with **Trick** (q. v.).

Rubber.—In Straight Whist three games constitute a "rubber," which is won by the pair taking two games.

Ruff.—Trumping a suit is "ruffing" it, and the act is termed a "ruff."

Ruffing Game.—A method of play designed to make tricks by trumping adverse plain suit cards as distinguished from the **Long Suit Game** (q. v.), in which the chief aim is to make tricks with the **Long Cards** (q. v.) of a suit, which necessitates the use of trumps for extraction.

Rules.—Experience and probability have given birth to certain rules, which are the basis of good whist play.

Running Game.—So-called because the chief characteristic is the making of the winning cards of a hand as soon as possible. As an incidental form of tactics the "running game" is adopted by all good players when the development of the deal indicates that the adversaries have overwhelming superiority of trumps, and there appears to be danger of the good cards of the weaker pair being shut out.

Saving the Game.—In Straight Whist, making a sufficient number of tricks to prevent the adversaries going out on the deal. The effort to "save the game" often entails exceptional tactics. *Vide* **Playing to the Score.**

Schedule.—A formula for the movement of players in **Duplicate Whist** (q. v.)

Score.—The record (at Straight Whist) of the points gained; and (at Duplicate) of the tricks taken. One player on each side usually "keeps the score." In Duplicate Whist specially printed "score-cards" are used for the purpose. In the latter game there are various plans for computing the scores. In ordinary Compass Whist (*Vide* **Duplicate Whist**) the total number of tricks taken by each pair is compared with the totals made by all the others in the same direction, and the highest N. and S., as well as the highest E. and W., are the winners.

Split Hand.—One composed of four trumps and three cards of each plain suit. *Vide* **Plainfield Lead** and text, p. 86 *et seq.*

Still Pack.—Of the two packs of cards generally used in Straight Whist, that not in immediate use is called the "still" or "dormant" pack.

Straight Whist.—The original game; its chief peculiarities are that it is a single table game played for points; it consists of a rubber of three games; the hands are not overplayed; the cards of each trick are thrown to the center of the table and gathered into a pack by one of the winners.

Strength.—A very indefinite term in Whist phraseology; perhaps properly applied to express a more than average holding in the matter of high cards, length or both.

Strengthening Card.—*Vide* **Supporting Card.**

Strong Suit.—The phrase as employed by most Whist writers applies to any suit of four or more cards. *Vide* text, p. 9.

Sub-echo.—A player denies the holding of four trumps when he fails to echo upon the first opportunity; if he does so upon the next he announces the possession of three trumps. The signal under the latter circumstances is termed the "sub-echo." *Vide* **Echo.**

Suit.—The pack consists of four suits, viz.: Spades, Hearts, Clubs and Diamonds in the order followed in the notation of deals. The word is also used to signify a player's holding of any suit; thus it is customary to speak of South's "strong suit," or of East's "Club suit," meaning in each case the cards of a particular suit held by the player.

Suit Echo.—*Vide* **Plain Suit Echo.**

Supporting Card.—A card high enough to be finessed by the partner, usually led from a weak or short suit.

System.—A prearranged method of play. During the past fifteen years innumerable systems, for the most part valueless, have been exploited. The innovations suggested have generally been in the nature of extra-informative leads and signals.

The most important systems in use have been treated of extensively in the fore part of this book.

Trump Showing Leads. This system was devised to enable the leader to announce a holding of four or more trumps by the

The Laws of Whist.

THE LAWS OF WHIST.

AS REVISED AND ADOPTED AT THE THIRD AMERICAN WHIST CONGRESS, 1893.

THE GAME.

1. A game consists of seven points, each trick above six counting one. The value of the game is determined by deducting the losers' score from seven.

FORMING THE TABLE.

2. Those first in the room have the preference. If, by reason of two or more arriving at the same time, more than four assemble, the preference among the last comers is determined by cutting, a lower cut giving the preference over all cutting higher. A complete table consists of six; the four having the preference play. Partners are determined by cutting; the highest two play against the lowest two; the lowest deals and has the choice of seats and cards.

3. If two players cut intermediate cards of equal value, they cut again; the lower of the new cut plays with the original lowest.

4. If three players cut cards of equal value, they cut again. If the fourth has cut the highest card, the lowest two of the new cut are partners and the lowest deals. If the fourth has cut the lowest card he deals, and the highest two of the new cut are partners.

5. At the end of a game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number; between two or more who have played an equal number, the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table, he must declare his intention to do so before any one of the players has cut for purpose of commencing a new game or of cutting out.

16. Any one dealing out of turn or with his adversaries' pack may be stopped before the trump card is turned, after which, the deal is valid, and the packs, if changed, so remain.

MISDEALING.

17. It is a misdeal:—

I. If the dealer omits to have the pack cut and his adversaries discover the error before the trump card is turned and before looking at any of their cards.

II. If he deals a card incorrectly and fails to correct the error before dealing another.

III. If he counts the cards on the table or in the remainder of the pack.

IV. If, having a perfect pack, he does not deal to each player the proper number of cards, and the error is discovered before all have played to the first trick.

V. If he looks at the trump card before the deal is completed.

VI. If he places the trump card face downward upon his own or any other player's cards.

A misdeal loses the deal, unless, during the deal, either of the adversaries touches a card or in any other manner interrupts the dealer.

THE TRUMP CARD.

18. The dealer must leave the trump card face upwards on the table until it is his turn to play to the first trick; if it is left on the table until after the second trick has been turned and quitted, it is liable to be called. After it has been lawfully taken up, it must not be named, and any player naming it is liable to have his highest or his lowest trump called by either adversary. The player may, however, ask what the trump suit is.

IRREGULARITIES IN THE HANDS.

19. If, at any time after all have played to the first trick, the pack being perfect, a player is found to have either more or less than his correct number of cards, and his adversaries have their right number, the latter, upon the discovery of such surplus or deficiency, may consult, and shall have the choice:—

I. To have a new deal.

II. To have the hand played out, in which case the surplus or missing card or cards are not taken into account.

THE ETIQUETTE OF WHIST.

AS ADOPTED AT THE THIRD AMERICAN WHIST CONGRESS, 1893.

The following rules belong to the established code of Whist Etiquette. They are formulated with a view to discourage and repress certain improprieties of conduct, therein pointed out, which are not reached by the laws. The courtesy which marks the intercourse of gentlemen will regulate other more obvious cases:

1. No conversation should be indulged in during the play except such as is allowed by the laws of the game.

2. No player should in any manner whatsoever give any intimation as to the state of his hand or of the game, or of approval or disapproval of a play.

3. No player should lead until the preceding trick is turned and quitted.

4. No player should, after having led a winning card, draw a card from his hand for another lead until his partner has played to the current trick.

5. No player should play a card in any manner so as to call particular attention to it, nor should he demand that the cards be placed in order to attract the attention of his partner.

6. No player should purposely incur a penalty because he is willing to pay it, nor should he make a second revoke in order to conceal one previously made.

7. No player should take advantage of information imparted by his partner through a breach of etiquette.

8. No player should object to referring a disputed question of fact to a bystander who professes himself uninterested in the result of the game and able to decide the question.

9. Bystanders should not in any manner call attention to or give any intimation concerning the play or the state of the game, during the play of a hand. They should not look over the hand of a player without his permission; nor should they walk around the table to look at the different hands.

SEC. 2. The pack must not be so shuffled as to expose the face of any card; if a card is so exposed, the pack must be reshuffled.

LAW II.

CUTTING FOR THE TRUMP.

SECTION 1. The dealer must present the cards to his right-hand adversary to be cut; such adversary must take from the top of the pack at least four cards and place them toward the dealer, leaving at least four cards in the remaining packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other. If, in cutting or in reuniting the separate packets, a card is exposed, the pack must be reshuffled and cut again; if there is any confusion of the cards or doubt as to the place where the pack was separated, there must be a new cut.

LAW III.

DEALING.

SECTION 1. When the pack has been properly cut and reunited the cards must be dealt one at a time, face down, from the top of the pack, the first to the player at the left of the dealer and each successive card to the player at the left of the one to whom the last preceding card has been dealt. The last, which is the trump card, must be turned and placed face up on the tray, if one is used; otherwise, at the right of the dealer.

SEC. 2. There must be a new deal:—

(a) If any card except the last is faced or exposed in any way in dealing.

(b) If the pack is proved incorrect or imperfect.

(c) If either more or less than thirteen cards are dealt to any player.

(d) If, after the first trick has been turned and quitted on the original play of a deal, one or more cards are found to have been left in the tray.

LAW IV.

THE TRUMP CARD.

SECTION 1. The trump card and the number of the deal must be recorded, before the play begins, on a slip provided for that purpose and must not be elsewhere recorded. Such slip must be shown to an adversary, then turned face down and placed in the tray, if one is used.

SEC. 2. If a player leads when it is his partner's turn and the error is discovered before all have played to such lead, a suit may at once be called from the proper leader by his right-hand adversary. Until the penalty has been exacted, waived or forfeited, the proper leader must not lead; should he so lead, the card led by him is liable to be called.

SEC. 3. If a player, when called on to lead a suit, has none of it, he may lead as he pleases.

SEC. 4. If all have not played to a lead out of turn when the error is discovered, the card erroneously led and all cards played to such lead, are not liable to be called and must be taken into the hand.

LAW IX.

PLAYING OUT OF TURN.

SECTION 1. If the third hand plays before the second, the fourth hand may also play before the second.

SEC. 2. If the third hand has not played and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led and, if he has none of that suit, to trump or not to trump the trick; the penalty cannot be inflicted after the third hand has played to the trick. If the player liable to this penalty plays before it has been inflicted, waived or lost, the card so played is liable to be called.

LAW X.

THE REVOKE.

SECTION 1. A renounce in error may be corrected by the player making it except in the following cases, in which a revoke is established and the penalty therefor incurred:

(a) When the trick in which it occurs has been turned and quitted.

(b) When the renouncing player or his partner, whether in his right turn or otherwise, has led or played to the following trick.

(c) When the partner of the renouncing player has called attention to the renounce.

SEC. 2. At any time before the trick is turned and quitted, a player may ask an adversary if he has any of a suit to which such adversary has renounced in that trick and can require the error to

are entitled, such decision is final; if the wrong adversary demands a penalty or a wrong penalty is demanded, none can be enforced.

SEC. 5. If a player is lawfully called upon to play the highest or lowest of a suit, to trump or not to trump a trick, to lead a suit or to win a trick and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

SEC. 6. If any one leads or plays a card and then, before his partner has played to the trick, leads one or more other cards or plays two or more cards together, all of which are better than any his adversaries hold of the suit, his partner may be called upon by either adversary to win the first or any subsequent trick to which any of said cards are played and the remaining cards so played are liable to be called.

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